

```

*****
*
*                               *
*                               *
*                               *
*                               *
*                               *
*                               *
*****

```

ULTIMA IV DOCUMENTATION
COMPILED BY
GARY KARNIK

NOW SOME STUFF ON GATE PHASES:

GATE PHASE	VIRTUE	TOWN	RESIDENTS	STONE	MANTRE	PARTY MEMBER
1	HONESTY	MOONGLOW	MAGES	BLUE	AHM	MARIAN
2	COMPASSION	BRITAIN	BARDS	YELLOW	MU	IOLO
3	VALOR	JHELOM	FIGHTERS	RED	RA	GEOFFREY
4	JUSTICE	YEW	DRUIDS	GREEN	BEH	JAANA
5	SACRIFICE	MINOC	TINKERS	ORANGE	CAH	KATRINA
6	HONOR	TRINSIC	PALADINS	PURPLE	SUMM	DUPRE
7	SPIRITUAL	SKARA BRAE	CLARICS	WHITE	OM	SHAMINO
8	HUMILITY	MAGINCIA	UNDEAD	BLACK	LUM	<UNKNOWN>

THIS IS FROM THE GATE SPELL, I'M NOT SURE EXACTLY HOW THE MOON GATES WORK. ONLY THAT THEY DO. ONE LAST THING ON THE MOONGATES. IF YOU GOTO THE MOONGLOW GATE AND STAND ON THE GATE, WHEN THE TWO MOONS GO DARK, SEARCH AND YOU WILL FIND THE BLACK STONE.

I KNOW THAT THERE HAS BEEN MORE THEN ONE SPELL LIST WRITEN BUT THIS ONE WILL INCLUDE THE HINTS IN SPELL CASTING THAT THE GAME WILL GIVE YOU.

SPELL	REAGENTS	ACTION
AWAKEN	GINSENG, GARLIC (BC)	AWAKEN ONE PARTY MEMBER
BLINK	SILK, PEARL (DF)	TELEPORT PARTY SORT DISTANCES
CURE	GINSENG, GARLIC (BC)	CURE ONE PARTY MEMBER OF POISON
DISPELL	ASH, GARLIC, PEARL (ACF)	DISPELLS A WALL OF ENERGY
ENERGY	ASH, SILK, PEARL (ADF)	PLACES A WALL OF ENERGY
FIREBALL	ASH, PEARL (AF)	THROWS A FIREBALL AT AN ENEMY
GATE	ASH, PEARL, MANDRAKE (AFH)	MOVES PARTY TO GATE PHASE PROMTED
HEAL	GINSENG, SILK (BD)	HEALS ONE PARTY MEMBER X-99 HP
ICEBALL	PEARL, MANDRAKE (FH)	THROWS AN ICEBALL AT AN ENEMY
JINX	PEARL, NIGHTSHADE, MANDRAKE (FGH)	CAUSES ENEMY TO FIGHT THEM SELVES
KILL	PEARL, NIGHTSHADE (FG)	KILLS ONE ENEMY
LIGHT	ASH (A)	SUROUNDS THE PARTY IN LIGHT
MAGIC MSL	ASH, PEARL (AF)	THROWS A MISSLE AT AN ENEMY
NEGATE	ASH, GARLIC, MANDRAKE (ACH)	NEGATES ALL MAGIC
OPEN	ASH, MOSS (AE)	OPENS ONE CHEST (AVOIDING TRAPS)
PROTECTION	ASH, GINSENG, GARLIC (ABC)	PROTECTION FROM MAGIC
QUICK	ASH, GINSENG, MOSS (ABE)	QUICKENS PARTIES ACTIONS IN A FIGHT
RESSURECT	ASH, GINSENG, GARLIC, SILK, MOSS, MANDRAKE (ABCDEH)	BRINGS PARTY MEMBER BACK TO LIFE
SLEEP	GINSENG, SILK (BD)	BUTS ENEMY TO SLEEP WHILE FIGHTING
TREMMER	ASH, MOSS, MANDRAKE (AEH)	CAUSES A TREMMER WHILE FIGHTING
UNDEAD	ASH, GARLIC (AC)	TURNS UNDEAD
VEIW	NIGHTSHADE, MANDRAKE (GH)	VEIWS MAP OF LOCAL AREA

WINDS	ASH, MOSS (AE)	CHANGES WIND CORSE (ARROW KEYS TO SET)
X-IT	ASH, SILK, MOSS (ADE)	EXITS DUNGEONS
LADDER UP	SILK, MOSS (DE)	MOVES PARTY UP ONE LEVEL IN DUNGEONS
LADDER DOWN	SILK, MOSS (DE)	MOVES PARTY DOWN ONE IN DUNGEONS

A FEW NOTES ON THE SPELLS. AWAKEN ONLY WAKES UP ONE MEMBER AT A TIME.

THERE ARE FOUR ENERGY BARRIERS:
 (S)LEEP, (P)OISON, (F)IRE, AND (L)IGHTNING
 (LIGHTNING IS UNPASSABLE, THE OTHERS CAST THOSE
 SPELLS UPON THE MEMBER ENTERING)..
 YOU WILL BE PROMPTED FOR WHICH ONE YOU WANT.
 IN CASTING OR DISPELLING A ENERGY BARRIER YOU MUST STAND NEXT TO THE
 SPOT YOU WANT TO CAST IT.

JINX SPELL WILL CAUSE A RANDOM NUMBER OF THE ENEMY TO FIGHT AMONGEST THEM
 SELVES.. SEEMS TO WORK BEST ON GREMLINS.

KILL SPELL WON'T KILL TWISTERS OR REAPERS ON THE FIRST SHOT.
 SOMETIMES OTHER MONSTERS CAN AVOID THE KILL SPELL BUT THESE ARE THE ONES
 THAT DO IT EVERYTIME TREMMER IS GREAT FOR A MASS KILL, IT EFACTS ALL
 TYPES OF ENEMIES!

QUICK GIVES RANDOM QUICKNESS EACH TURN, MAGES SEEM TO BENIFIT MOST FROM
 THIS SPELL.

SOME LISTS STATE THAT YOU NEED MORE THEN ONE ITEM TO MAKE THE SPELL LIKE:
 QUICK NEEDS TWO BLOODMOSS TO WORK.. THIS IS ALL UNTRUE IN
 EVERY CASE! IF YOU DON'T BELIEVE IT LOOK FOR THE CLUES IN THE GAME ABOUT IT.

THE MOON GATES WORK LIKE THIS. WHEN THE GATE APEARS IT STAYS FOR TWO PHASES
 OF THE MOON ON THE FIRST PHASE IT WILL MOVE YOU TO THAT NUMBER GATE - 1 (IN
 TE CASE OF IF YOU ARE AT MOONGLOW, IT WILL TAKE YOU TO GATE 8 (MAGINCIA)).

ON THE SECOND PHASE IT WILL TAKE YOU TO THE GATE NUMBER + ONE. (IF YOUR IN
 MAGINCIA, YOU'LL GOTO MOONGLOW).

```

:%%%%%%%%%:
:%/
:%
:%
:%          ULTIMA IV HINT SHEET #1
:%
:%          WRITTEN BY THE BLUE BUCCANEER
:%
:%\
:%%%%%%%%%:

```

- 1] GET THE CHARACTER REF. SHEET AND THE TWO OTHER DOC FILES THAT GO WITH
THE GAME. READ THEM!
- 2] SETTING UP YOUR CHARACTER. ACCORDING TO RICHARD, NICE GUYS WILL HAVE AN
EASIER TIME. IN OTHER WORDS, THE GAME KEEPS TRACK OF HOW NICE A GUY
YOU ARE. SO, WHEN ANSWERING THE SET-UP QUESTIONS, KEEP KINDNESS &
HONOR IN MIND.

- 3] FRIENDS: THERE ARE PEOPLE ALONG THE WAY WHO WILL JOIN YOUR PARTY.
 I SOON GOT TIRED OF TALKING TO EVER DAMN PERSON.
 HERE ARE THE NAMES TO LOOK FOR AND IN WHAT TOWN YOU MAY FIND THEM.
 THEY MAY NOT CHOOSE TO JOIN YOUR PARTY, BUT THAT'S UP TO THEM.
 IOLO (BRITAN), JAANA (YEW), JULIA (MINOC), SHAMINO, G(I FORGET),
 CATHERINE.
 - NOTE: SHAMINO IS IN THE TOWN OF SKAA BRAE -
 - AND: GEOFFIEX IS IN THE TOWN OF JHELOM.. -
 AND DUPRE. USUALLY THEY WILL BE STANDING AROUND WITH THREE OTHER PEOPLE
 AROUND A FIRE OR SOMETHING. YOU WILL NEED ALL THE FRIENDS YOU CAN GET.
- > DUNGEONS: WRONG, SHAME, DECEIT, ETC. SECRET ENTRANCE TO 8TH LEVEL OF
 DUNGEONS IS FOUND BEHIND LB'S CASTLE. - - - :
- > A TRICK I USE IS GOING DOWN TO THE EIGHTH LEVEL THROUGH LB CASTLE AND
 FINDING A CRYSTAL BALL TO RAISE ME. THEN I GET KILLED AND BROUGHT BACK
 BY LB. I LOSE MY MONEY, BUT EVERYONE IS FULLY HEALED AND I KEEP THE
 EXPERIANCE & RAISED STATS.
- > ANOTHER SLY MOVE IF A MEMBER OF YOUR PARTY IS DEAD, IS TO DO THIS:
 1. GET \$300 FOR TREASURE ROOM IN LB CASTLE (IF POISONED SLEEP AT SEER).
 2. GET PERSON REENCARNIATED AT HEALTH.
 3. HAVE HPS RESTORED BY LB.
- > ASK LB ABOUT HIS HEALTH TO GET YOUR HPS RESTORED.
- > IT SEEMS TO ME THAT YOU HAVE TO WIN A BATTLE WITH A WATER MONSTER
 BEFORE A PIRATE SHIP WILL COME BY. TRY IT AND SEE IF IT WORKS.
 SHIPS ARE FUN.
- 4] TOWNS: HERE IS A PARTIAL LISTING OF TOWNS: PAWS, BRITAN, TRINSIC,
 YEW, ABBY, MINOC, VIRTUE, MAGINCIA, AND LYCAEUM.
 AGAIN, I HAVEN'T BEEN DOING A GREAT JOB OF WRITING THINGS DOWN,
 THESE ARE ONLY THINGS I AM REMEMBERING.
- SPECIAL TOWNS: SKAA BRAE SELLS HERBS USED FOR SPELLS!
 -----: VIRTUE SELLS TORCHES, GEMS, AND KEYS!
 - - - : PAWS SELLS HORSES (\$300).
- 5] SHRINES:
 HONOR, COMPASSION, EXPERIANCE, SACRIFICE, LOVE, JUSTICE, & TRUTH.
 YOU MUST HAVE THE PARTICULAR RUNE TO ENTER A SHINE. ONCE YOU ENTER A
 SHRINE YOU WILL HAVE TO MEDITATE. START WITH 1, THEN THE NEXT TIME
 YOU COME BACK DO 2, AND SO ON. IT WILL ASK YOU MANRA: AFTER YOU
 MEDITATE. I AIN'T FIGURED OUT WHAT YOU'RE SUPPOSED TO TYPE THERE.
- 6] RUNES: (SAME AS SHRINES)
 HONOR - TRINSIC
 SACRIFICE - MINOC
 LOVE - ABBEY
 JUSTICE - YEW
 COMPASSION - BRITAN

TRUTH - LYCAEUM
THE RUNES ARE FOUND BY (S)EARCHING AN AREA (USUALLY A BATH ROOM,
INN ROOM, CLOSET AREA, END OF HALLWAY, JAIL CELL, ETC).

THE BELL OF COURAGE IS FOUND IN THE MIDDLE OF THE OCEAN (A WATER ISLAND)

- 7] SECRET DOORS: SECRET DOORS (AND YOU WILL BE VERY SURPRISED TO SEE HOW MANY THERE ARE!) ARE EASILY SPOTTED BY A LITTLE DOT (HI-RES) IN BETWEEN THE BRICKWORK IN A WALL. SIMPLY WALK THROUGH THE WALL WITH THE DOT. THERE ARE SEVERAL SECRET DOORS IN LB'S CASTLE AND IN THE TOWNS. (LB: GUARD'S ROOM, ABOVE HEALING, PRISON CELL, ETC)

8] ADVENTURE TIPS:

- A] MONEY: GETTING MONEY FAST MAY HELP YOU GET SOME GOOD ARMOUR AND BETTER YOUR INITIAL CHANCES FOR SURVIVAL. AN EASY WAY OF GETTING ABOUT \$500 IS BY OPENING ALL THE CHESTS FOUND IN THE SECRET ROOM (GUARDS ROOM) IN LB'S CASTLE.
-] SPEND MONEY CAREFULLY, BUT DON'T CARRY IT AROUND. YOU WILL LOSE IT IF YOU DIE. BUT YOU'RE ABLE TO KEEP YOUR WEAPON & ARMOUR (SO INVEST THE \$).
-] SELLING THINGS BACK TO THE DEALERS IS A BAD IDEA AS THEY BUY IT BACK FOR 1/2 PRICE.
-] BE CAREFUL WHEN FIGHTING THIEVES, ROGUES, OR PIRATES AS THEY WILL STEAL YOUR MONEY.

- B] POISON: POISON IS THE MOST COMMON REASON FOR DEATH. LEARN WHAT MARSHLAND LOOKS LIKE AND AVOID IT! REMEMBER THAT YOU CAN HEAL YOURSELF BY (H)OLE UP AND CAMP. TO CURE (SPELL C) POISON, MIX B & C (YOU HAVE ABOUT TWO CURES TO START OUT WITH). ANOTHER WAY TO CURE POISON IS TO ALSO GET SLEEPED BY A TRAP OR MAGIC FLOOR (SEER IN LB CASTLE). OR YOU CAN ALWAYS PAY \$100 AT A TOWN HEALER.
-] AVOID SPIDERS IN DUNGEONS AS THEY WILL POISON YOU.

- > BE WARY OF TRAPS IN DUNGEONS (FIGHT MODE) - YOU CAN STEP SOMEWHERE AND A WALL MIGHT OPEN UP OR FIRE MAY SPRING UP, OR A BRIDGE MIGHT DISAPPEAR.

FIRST STEP IN ULTIMA IV: VISIT TOWNS WHILE IN THE TOWNS TALK TO EVERYONE. AFTER A BIT YOU WILL DEVELOP A NEAT NACK FOR STOTTING THE MAIN WORDS IN WHAT THEY SAY SO YOU CAN GET EVERYTHING OUT OF THEM WITH LITTLE TROUBLE. (EX: I WATCH THE SEAS. SEAS? YES, ETC)

- ```
[1] FIND PEOPLE TO JOIN YOUR PARTY.
[2] ASK PEOPLE ABOUT THE RUNES (USUALLY A RUNE TO EACH TOWN).
[3] ASK PEOPLE ABOUT THE MANTRAS (SHRINES ARE USELESS WITHOUT THEM).
```

-----

[ RUNES/MANTRA LISTING: ]

.....

-----

- .....

— — — — —

YOU WILL NEED TO GET THEM!

DASTERD : RED  
COVETOUS : ORANGE  
SHAME : PURPLE  
? : WHITE

.....

```
[LOCATIONS OF EVERYTHING:]

```

[+ TOWNS/VILLIAGES/CASTLES +]

LBC : G'L", F'G"  
BRITAN : GK, FC  
EMPATH ABBEY : DC, BM  
LYCEAM : GL, NK  
SERPENT'S H  
OLD : PB, JC  
YEW : CL, DK  
SKARA BRAE : IA, BG  
MINOC : BE, JP  
JHOLEM : NO, CE  
MAGENCIA : KJ, LC  
MOONGLOW : IH, OI  
TRINSIC : BELOW PAWS ( I FORGET ).

[+ VILLAGES +]

VESPER : DL, MJ  
PAWS : JB, GC  
BUCC DEN : JO, II  
COVE : FK, II

[+ SHRINES +]

VALOR : OF, CE  
HONESTY : EC, OJ  
HONOR : MP, FB  
COMPASSION : FM, IA  
JUSTICE : AL, EJ  
HUMILITY : NI, OH (WARNING:NASTY PLACE)  
SPIRIT : ?

[+ DUNGEONS +]

WRONG : BE, HO  
COVETOUS : BL, JM  
DESPISE : ED, FL  
HYLOTHE : PA, OP  
DASTERD : ?  
SHAME : ?

[+ PLACES OF EXTREME INTEREST +]

BELL OF CO

-----

]]]]] CHAPTER 1: POLITICAL HISTORY [[[[[

FROM THE RUBBLE OF SOSARIA, LORD BRITISH WAS ABLE TO UNITE ALL THE MAINLAND AND A FEW OF THE ISLANDS UNDER HIS ONE RULE. THIS NEW EMPIRE OF

BRITANNIA BROUGHT MUCH SOUGHT-AFTER PEACE AND PROSPERITY TO ITS SUBJECTS. MANY OF THE ANCIENT POCKETS OF EVIL WERE DESTROYED, SO THAT THE ONLY REMAINING HAZARD TO WAYFARERS WAS THE OCCASIONAL STRAY BAND OF MARAUDING ORCS OR HILL GIANTS. MOST OF THE LANDS WERE MAPPED, ALTHOUGH FEW UNEXPLORED REGIONS STILL REMAIN. WITH THE TRIAD OF EVIL DESTROYED, LORD BRITISH BECAME KNOWN FOR HIS DEDICATION TO RAISING THE QUALITY OF LIFE OF HIS SUBJECTS. TO ASSIST IN THIS ENDEAVOR, THREE MIGHTY STRUCTURES WERE RAISED IN DISTANT PARTS OF THE REALM. ONE WAS THE LYCAEUM, WHEREIN LAY THE GREAT OBSERVATORY. ANOTHER WAS THE EMPATH ABBEY WITH ITS OAK GROVES WHERE WISE MEN AND WOMEN MEDITATED UPON THE TEACHINGS OF THE ANCIENTS. THE THIRD STRUCTURE WAS THE GREAT CASTLE OF THE KNIGHT'S ORDER OF THE SILVER SERPENT. ONLY THE FLOWER OF LORD BRITISH'S CHIVALRY WAS INVITED TO JOIN THIS ORDER, WHICH EMBODIED THE HIGHEST IDEALS AND EXEMPLARY BRAVERY. THE REST OF THE LAND WAS DIVIDED AMONG EIGHT MAJOR TOWNS, EACH WITH ITS OWN POLITICAL FACTION. NUMEROUS SATELLITE VILLAGES ALSO DOTTED THE COUNTRYSIDE BETWEEN THE TOWNS. IN THIS MANNER WERE LORD BRITISH'S LANDS ORGANIZED.

## ]]]]] CHAPTER 2: GEOGRAPHY [[[[

THE FINAL DESTRUCTION OF EXODUS ROCKED THE KNOWN WORLD. MOUNTAINS ROSE; LAND MASSES SANK. MOST OF THE SURFACE AREA OF THE WORLD BECAME FUSED TOGETHER INTO ONE LARGE MASS. IT IS OVER THIS MAJOR CONTINENT - NOW CALLED BRITANNIA - THAT LORD BRITISH RULES. SOME NEARBY ISLANDS ALSO PAY HOMAGE TO HIM, WHILE BEYOND THESE ISLANDS LURK UNCHARTED SHOALS AND RUMORED POCKETS OF EVIL.

LORD BRITISH'S MAGNIFICENT CASTLE IS SITUATED IN THE CENTRE OF THE CONTINENT, OVERLOOKING BRITANNY BAY. THIS TALL BUILDING IS THE GREATEST ARCHITECTURAL STRUCTURE OF THE NEW AGE. LOYAL SUBJECTS MAY PAY HOMAGE TO HIS MAJESTY, AND RENEW FEALTY WHENEVER THEY ARE IN THE VICINITY OF HIS CASTLE. NEARBY LIES THE ARTS CENTRE OF BRITANNIA - THE TOWN OF BRITAIN - WHERE BARDS WEAVE TALES OF LEGENDARY DEEDS AND SERENADE VISITORS.

TO THE NORTH OF THE CASTLE OF LORD BRITISH LIES THE GREAT MOUNTAIN RANGE, KNOWN AS THE SERPENT'S SPINE. THE PEAKS OF THIS RANGE ARE THE HIGHEST IN ALL BRITANNIA. DURING THE SUMMER MONTHS, A SMALL OUT-OF-THE-WAY PASS ALLOWS KNOWLEDGEABLE TRAVELLERS TO SAVE MUCH TIME ON THEIR JOURNEYS. BEWARE OF THE ONE-EYED CYCLOPS AND FIERCE, TWO-HEADED ETTINS THAT INHABIT THIS RANGE.

NORTHWEST FROM THE MOUNTAINS BEGIN THE VAST WOODS KNOWN AS THE DEEP FOREST. MANY A TRAVELLER HAS BECOME LOST AMONG THESE TALL, MAJESTIC TREES. IF THY FEET STRAY FROM THE BEATEN PATH, DO NOT DESPAIR, FOR WITHIN THE WOODS LIES THE BEAUTIFUL CITY OF YEW, HOME OF THE MYSTIC DRUIDS. THE HIGH COURT OF YEW JUDGES ALL THE IMPORTANT CASES IN BRITANNIA AND IS FAMED FAR AND WIDE FOR THE WISDOM OF THE DECISIONS RENDERED HERE.

NEARBY IS THE SPIRITUAL CENTRE OF BRITANNIA, THE FAMOUS EMPATH ABBEY. WITHIN THESE HALLOWED WALLS, WISE MEN AND WOMEN STUDY THE ANCIENT WRITINGS OF PAST MASTERS, AND MEDITATE UPON THE GREAT PRINCIPLES THAT GOVERN THE UNIVERSE. A GOOD MEDITATION - FOCUSING ON A PROPER MANTRA - WILL SOMETIMES YIELD VALUABLE VISIONS TO THOSE WHOSE PATIENCE AND POWERS OF CONCENTRATION ARE STRONG. THE EXPERIENCE IS WELL WORTH SAMPLING.

EAST OF THE DEEP FOREST LIE THE HIGH STEPPES OF BRITANNIA, FAMOUS FOR BEAUTIFUL HORSES. THE ONLY DIFFICULTIES A TRAVELLER MIGHT ENCOUNTER HERE ARE BANDS OF THIEVING ROGUES AND UNFRIENDLY WIZARDS. THE HIGH STEPPES BORDER AN INTERIOR LAKE FABLED FOR MYSTERIOUS DISTURBANCES.

BEYOND THE HIGH STEPPES LIES THE FAMOUS BATTLEFIELD, KNOWN AS THE BLOODY PLAINS, WHERE THE LAST MAJOR FORCES OF EVIL WERE VANQUISHED. ALAS, MANY OF OUR BRAVE MEN PERISHED HERE IN THE FIGHT FOR VIRTUE. BE VERY CAREFUL WHEN THOU PASSETH THROUGH THIS REGION. IT IS WHISPERED THAT, AT SOME PHASES OF THE MOON, THE UNDEAD RISE AND FIGHT THE BATTLE AGAIN.

LOST HOPE BAY LIES TO THE NORTH OF HERE, WITH THE STURDY TOWN OF MINOC



PERCHED ON ITS SHORE. MINOC IS HOME TO SOME OF THE FINEST CRAFTSMEN IN THE REALM. THE TINKERS OF MINOC ARE KNOWN FAR AND WIDE FOR THEIR SKILL. A TIRED TRAVELLER WILL ALSO FIND A REFRESHING PLACE TO REST AT THE WAYFARER'S INN. THE NORTHEASTERN TIP OF BRITANNIA IS RATHER WILD. THE TREACHEROUS MARSHES, WITH THEIR NOXIOUS VAPORS THAT POISON THE UNWARY EXPLORER, ARE HOME TO SWARMS OF LARGE INSECTS AND ALL MANNER OF VILE BEASTS.

SOUTH OF LORD BRITISH'S CASTLE CAN BE FOUND A LARGE PLAIN, MOUNTAINS, AND A DENSE FOREST. ON THE SOUTHERN EDGE OF THE CONTINENT IS THE MAGNIFICENT TOWN OF TRINSIC, FROM WHENCE COME LORD BRITISH'S FINES PALADINS. THE TAP IN TOWN HAS SOME OF THE BEST BREW AROUND, AND THE BARTENDER IS A GREAT SOURCE OF CURRENT GOSSIP. BE SURE TO TIP HIM WELL!

THE CLAWS OF THE SOUTHERN TIP OF BRITANNIA EMBRACE THE CAPE OF HEROES. SLIGHTLY TO THE WEST LINE THE VALARIAN ISLES. THE WALLED TOWN OF JHELOM PROVIDES LORD BRITISH WITH THE BEST FIGHTERS AND ALSO HAS THE LARGEST INN OF THE REALM, WHERE THE SERVICE IS OUTSTANDING.

THE HEADQUARTERS OF THE ORDER OF THE SILVER SERPENT IS ON AN ISLAND SOUTH OF THE CAPE OF HEROES. THIS WOODED FORTRESS WAS GIVEN TO THE MEMBERS OF THE ORDER BY LORD BRITISH IN RECOGNITION OF THEIR OUTSTANDING SERVICE. A VISIT TO SERPENT CASTLE WILL IN STILL WITHIN THE TRAVELLER A TRUE FEELING FOR THE WAYS OF CHIVALRY.

OFF THE WESTERN SHORE OF BRITANNIA IS THE ISLAND HOME OF THE DOUGHTY RANGERS. SKARA BRAE IS A BEAUTIFUL CITY AND SPACIOUSLY LAID OUT. FOR THOSE SUFFERING FROM RARE DISEASES OR GRIEVOUS WOUNDS, A MYSTICAL HEALER RESIDES WITHIN THOSE WALLS. THE HEALER WILL AID THE DESTITUTE AS READILY AS THE WEALTHY, EXPECTING NO PAYMENT SAVE WHAT THE SUFFERER CAN AFFORD.

IN THE NORTHEASTERN PART OF BRITANNIA LIES VERITY ISLE, FAMES AS THE HOME OF THE LYCAEUM. THIS PILLAR OF HIGHER LEARNING CONSTITUTES THE CENTRE FOR THE SHARPENING OF THE FINEST MINDS IN BRITANNIA. THE LYCAEUM'S OBSERVATORY PROVIDES LORD BRITISH WITH VALUABLE INFORMATION ABOUT THE COURSE OF THE HEAVENS AND PROVIDES A VANTAGE POINT TO WATCH THE HAPPENINGS WITHIN HIS REALM. ON THE SOUTHERN END OF VERITY IS SITUATED THE FABLED TOWN OF MOONGLOW. THE MAGI OF MOONGLOW ARE CONSTANTLY IMPROVING THEIR SKILLS, BEING TIRELESS IN THE PURSUIT OF GREATER KNOWLEDGE OF THE MYSTIC ARTS. WITHIN MOONGLOW, HOWEVER, CAN BE OBTAINED THE FINEST IN MYSTICAL REAGENTS. THESE HERBS WILL HELP THOSE WITH MAGICAL SKILLS PREPARE AND CAST THEIR SPELLS.

THIS THEN IS THE KNOWN REALM OF BRITANNIA. SEVERAL SMALL VILLAGES ALSO DOT THE LANDSCAPE, BUT ALL ARE NOT RECORDED IN THE CHARTS OF THE REALM. SOME OTHER ISLANDS OF VARYING SIGNIFICANCE HUG THE SHORELINE - MOST OF WHICH ARE UNINHABITED AND BARREN. THE ONLY ISLANDS THE TRAVELLER SHOULD BE CAUTIONS ABOUT WHEN EXPLORING ARE KNOWN AS THE FENS OF THE DEAD. DISEMBODIED WISPS, GHOSTS, LONG-DEAD LICHs, AND SAVAGE ZORNS HAVE BEEN REPORTED HERE.

EXISTING MAPS ARE BY NO MEANS COMPLETE. THERE ARE SAID TO BE OTHER UNEXPLORED ISLES, WHEREIN ALL MANNER OF MOSTERS AND EVIL BEINGS RESIDE: FLAME-BREATHING DRAGONS, MULTI-HEADED HYDRAS, HORNED DEVILS, FIERY LAVA LIZARDS A EVEN DREADED BALRONS ARE RUMOURED TO ROAM THE DISTANT SHORES. SOMEWHERE, OUT BEYOND CIVILIZATION IS ALSO REPUTED TO LIE THE RUINS OF THE LEGENDARY TOWN OF MAGINCIA, WHICH THE GODS DESTROYED FOR THE INSUFFERABLE PRIDE OF THOSE THAT DWELT THERE. ALL OF THE MAGNIFICENT MARBLE PALACES AND GARDENS WERE DEVASTATED, AND THE RICH, HAUGHTY INHABITANTS REDUCED TO HAUNTING SPIRITS. NO ONE HAS EVER CNFIRMED THIS LEGEND, SO IT MAY JUST BE A FABLE TO FRIGHTEN THE WEAK OF HEART AND INSTILL HUMILITY IN THOSE THAT OVERVALUE THEIR OWN WORTH.

SEA TRAVEL ALONG THE COAST OF THE MAIN CONTINENT IS REASONABLY SAFE, ALTHOUGH A BOLD BAND OF PIRATES HAS BEEN RAIDING BRITANNIA OF LATE, TERRORIZING THE POPULACE. BEWARE, FOR THE PIRATES TAKE NO PRISONERS! FARTHER OUT TO SEA ROAM MANY MYTHICAL CREATURES. THE UNWARY VOYAGER WILL LIKELY ENCOUNTER GIANT

SQUIDS, NIXIES, POISONOUS SERPENTS, AND MYSTICAL SEAHORSES. THE EVER-PRESENT DANGER OF WHIRLPOOLS AND WATERSPOUTS MAKE SEAFARING A HAZARDOUS EXPERIENCE AT BEST.

IT IS HOPED THAT WITH THE NEXT EDITION OF THE HISTORY OF BRITANNIA, TRAVELLERS WILL HAVE BROUGHT BACK MORE INFORMATION ON THESE UNEXPLORED REGIONS, SO THAT THE MAP MAY BE COMPLETELY FILLED IN. AS A FINAL CAUTION FOR THE WOULD BE TRAVELLER - BEWARE OF THE MANY DUNGEONS AND THEIR DARK, SUBTERRANEAN PASSAGES!

### ]]]]] CHAPTER 3: FELLOWSHIP [[[[[

UNDER LORD BRITISH'S RULE, EACH OF THE EIGHT TOWNS HAS DEVELOPED INTO A CULTURAL CENTRE FOR ONE OF THE EIGHT MAJOR PROFESSIONS. IN THIS MANNER, AN ORDERLY SOCIETY HAS EVOLVED WITH LITTLE FRICTION BETWEEN THE DIVERSE INHABITANTS. NO ONE IS RESTRICTED TO THEIR TOWN OF BIRTH, AND ONE FREQUENTLY FINDS PEOPLE OF VARIOUS PROFESSIONS VISITING A PARTICULAR TOWN.

THESE ARE THE EIGHT MAJOR PROFESSIONS:

MAGE: THE MAGI OF BRITANNIA GATHER IN MOONGLOW, NEAR THE LYCAEUM, WHERE THEY CAN STUDY THE ANCIENT MYSTICAL SCROLLS OF THE LIBRARY. THE STRICTURES OF THEIR PROFESSION PERMIT MAGI TO WEAR ONLY CLOTH ARMOUR AND CARRY EITHER A STAFF, DAGGER, OR SLING. UNCONFIRMED RUMORS INDICATE THAT THE HIGHEST ADEPTS HAVE ACQUIRED THE USE OF ARCANES MAGICAL WEAPONS. THE PRIMARY WEAPON OF THE MAGE, OF COURSE, IS MAGIC. AS THE MAGE BECOMES MORE ADVANCED, MORE POWERFUL SPELLS CAN BE WOVEN. SOME OF THE GREATEST SPELLS HAVE BEEN KNOWN TO LITERALLY SHAKE THE EARTH, OR RAISE THE DEAD!

BARD: THE BARDS OF BRITAIN ENTERTAIN THE PEOPLE WITH THEIR WONDERFUL BALLADS AND TALES OF HEROIC DEEDS. BARDS NOT ONLY CHRONICLE THE DEEDS OF VALOR, BUT PERFORM THEM AS WELL. THE WEAPON OF CHOICE FOR A BARD IS THE SLING, BUT THEY MAY USE A CROSSBOW AT TIMES. ALL ARMOUR SAVE THAT OF LEATHER IS SHUNNED BY THESE MINSTRELS, FOR THEY FIND METAL HARSH AND TOO NOISY FOR THEIR SENSITIVE EARS. THE BARD ALSO DABBLES IN MAGIC AND MAKES A FINE COMPANION ON A LONG JOURNEY.

FIGHTER: FROM THE TOWN OF JHELOM HAIL THE MIGHTY FIGHTERS. THEY PASS THEIR LIVES IN TRAINING AND HAVE THE USE OF ALL WEAPONS AND ARMOUR, THOUGH MOST PREFER THE USE OF THE DOUBLE-EDGED BRITANNIAN SWORD, A DEVASTATING WEAPON IN THE HANDS OF A SKILLED FENCER. FIGHTERS HAVE LITTLE OR NO MAGICAL TALENTS, FOR THEY BELIEVE ONLY IN THE USE OF ARMS AND FEAR THAT MAGICAL TRAINING SAPS THE WILL AND CONCENTRATION OF A TRUE WARRIOR. THEY POSSESS A PARTICULAR AFFINITY FOR HORSES, AND ARE MOST USEFUL COMPANIONS ON TRAVELS TO UNCHARTED REGIONS.

DRUIDS: THE DRUIDS ARE FIERCE FIGHTERS, ESPECIALLY WHEN DEFENDING THEIR BELOVED GROVES. THEY HOLD ALL TREES TO BE SACRED AND THEIR TOWN OF YEW LIES DEEP IN THE WOODS. DRUIDS ARE ALSO IMPRESSIVE PRACTITIONERS OF THE MYSTIC ARTS AND THEIR KNOWLEDGE OF HERBS IS WITHOUT PEER. THEY MAY FIGHT WITH DIFFERENT TYPES OF BOWS, ALTHOUGH THEIR PREFERRED WEAPON IS THE MACE. THE DRUIDIC PHILOSOPHY FORBIDS THE WEARING OF METAL OF ANY KIND, SO LEATHER IS THEIR ARMOUR OF CHOICE. THE DRUID'S KNOWLEDGE OF THE WAYS OF THE WOODLANDS MAKE THEM INVINCIBLE AS FELLOW TRAVELLERS.

TINKER: THE TINKERS OF MINOC ARE BOTH HIGHLY SKILLED ARTISANS AND SUPERB FIGHTERS. THEY ARE GENERALLY SUSPICIOUS OF MAGIC, BELIEVING THAT ONLY HAND-CRAFTED ARTIFACTS POSSESS TRUE VALUE, AND THUS USE IT SELDOMLY. A TINKER

MAY USE ANY WEAPON, HOWEVER, THE DOUBLE-BLADED WAR AXE IS PREFERRED. TINKERS WILL USE ANY NON-MAGICAL ARMOUR. A TRAVELLING PARTY WITH A TINKER ABROAD NEED NEVER FEAR FOR REPAIR OF ANY METAL OR WOODEN ITEMS.

PALADIN: THESE GREAT FIGHTERS LIVE IN THE TOWN OF TRINSIC IN THE SOUTHERN PART OF BRITANNIA. THEY ARE EXPERT IN ALL FORMS OF COMBAT AND WEAPON USE, AND ARE ONE OF THE FEW PROFESSIONS THAT WILL MAKE USE OF MAGICAL CHAIN ARMOUR WHEN IT IS AVAILABLE. THEIR DEEP BELIEFS IN THE VALUE OF GOOD LEND STRENGTH TO THEIR MAGIC, WHICH THEY WIELD WITH A CERTAIN FLAIR. PALADINS ARE THUS VERY FORMIDABLE OPPONENTS AND HIGHTLY VALUED ALLIES.

RANGER: OFF THE WESTERN SHORE OF THE MAINLAND LIES THE FAIR ISLAND OF THE RANGERS. VENTURING FAR FROM THEIR RETREAT AT SKARA BRAE, THEY STRIVE TO IMPROVE THE CONDITIONS OF THE PEOPLE THROUGHOUT THE REALM. RANGERS ARE WELL-VERSED IN WOODS LORE AND FIGHT FIERCELY WITH MOST WEAPONS, BUT SHUN ALL BUT LEATHER ARMOUR. THEY ARE ALSO PROFICIENT MAGIC USERS AND FAULTLESS TRACKERS IN ANY WILDERNESS.

SHEPHERD: IT IS UNCERTAIN WHETHER SHEPHERDS ARE SKILLED IN ANY FORM OF WARFARE ON IN THE MYSTIC ARTS. HOWEVER, THEY ARE HIGHLY VALUED TRAVELLING COMPNIONS FOR THEIR HUMILITY AND THEIR KNOWLEDGE OF THE WAYS OF THE LAND.

A TRAVELLER IN BRITANNIA NEED NOT JOURNEY ALONE. IN EACH TOWN ONE MAY - INDEED ONE OUGHT TO - CONVERSE WITH ALL THE INHABITANTS. IF THY PERSONAL PHILOSOPHY OF LIFE IS CLOSE TO THAT OF THE TOWN, THEN THOU MAY ASK ON OF THE RESIDENTS TO JOIN THY PARTY. IF AMENABLE TO YOUR INVITATION, THIS PERSON WILL TRAVEL WITH THEE, AID THEE, AND FIGHT WITH THEE. HE OR SHE WILL STAY LOYAL TO THEE ONLY AS LONG AS THOU STAY TRUE TO THY BELIEFS. IF AT ANY TIME, THROUGH ACTIONS OR DEEDS, THOU STRAY FROM THE PATH, THEY THY COMPANIONS WILL DESERT THEE TO THY FATE. REMEMBER, THESE ARE FREE COMPANIONS - NOT SERVANTS OR MERCENARIES. SUCH IS THEIR FAITH IN THEE AS THEIR LEADER, THAT ALL GOLD AND SUPPLIES HELD BY THE PARTY IS GIVEN INTO THY CARE FOR THE GOOD OF ALL. USE THIS TRUST WISELY!

#### ]]]]] CHAPTER 4: MERCANTILE [[[[[

THERE IS A THRIVING MERCHANT CLASS IN BRITANNIA. EACH TOWN AND VILLAGE HAS ITS OWN SHOPS THAT SPECIALIZE IN LOCAL WARES AND SERVICES. THE SEASONED TRAVELLER WILL DISCOVER MANY DELIGHTFUL AND USEFUL ITEMS TO PURCHASE, AS WELL AS A WIDE VARIETY OF PLACES TO EAT AND SLEEP.

THE MONETARY SYSTEM OF BRITANNIA IS BASED ON LORD BRITISH'S HERALDIC CHARGE. IT IS A GOLD COIN WITH A SILVER SERPENT CAST VERMEIL UPON THE GOLD. THE PROCESS IS SO DIFFICULT THAT THE COIN HAS NEVER BEEN SUCESSFULLY COUNTERFEITED OR DEBASED IN VALUE. THIS COIN HAS BEEN THE FOUNDATION OF THE REALM'S STABILITY AND IS UNIVERSALLY ACCEPTED BY MERCHANTS. COINS OF THE REALM ARE ALSO TO BE FOUND IN THE CHESTS THAT APPEAR FROM TIME TO TIME AND ARE FOUND BELOW THE SURFACE IN THE DANK DUNGEONS. BEWARE, AS MOST CHESTS HAVE DIABOLICAL TRAPS IN PLACE TO CONFOUND THIEVES.

HERE IS A PARTIAL LIST OF SOME OF THE MORE POPULAR SHOPS AND THEIR WARES:

WEAPONS SHOP: HERE ONE MAY PURCHASE THE FINEST IN WEAPONRY THAT BLACKSMITHS CAN FORGE. DEPENDING ON THE SKILLS OF THE LOCAL ARTISANS, A SHOP MIGHT OFFER THE FOLLOWING RANGE OF WEAPONS:

STAFF            SWORD

|        |             |
|--------|-------------|
| DAGGER | BOW         |
| SLING  | CROSSBOW    |
| MACE   | FLAMING OIL |
| AXE    | HALBERD     |

THE WEAPONS SHOPS ALSO OFFER LIBERAL TRADE-INS ON USED EQUIPMENT, ALTHOUGH IF THY AXE IS GREATLY NOTCHED FROM BATTLE, DO NOT EXPECT MUCH FOR IT.

ARMOURY: FINE ARMOUR MAY BE PURCHASED IN THE ARMOURIES OF BRITANNIA. 'TIS JUST THE ITEM TO KEEP HIGHWAYMEN FROM SLIPPING A DIRK INTO THY RIBS! THE LOCAL ARMOURY MAY OFFER ANY OF THE FOLLOWING SELECTION:

CLOTH  
LEATHER  
CHAIN  
PLATE

THE ARMOURIES WILL LIKEWISE OFFER TRADE-INS ON USED ARMOUR, ALTHOUGH MOST WOULD NOT CONSIDER THEM LIBERAL. BY THE TIME MOST FIGHTERS GET AROUND TO SEEKING IMPROVED ARMOUR, THE OLD ARMOUR IS ALMOST COMPLETELY FALLING APART, AND ITS PRINCIPAL VALUE IS AS SCRAP FOR THE FOUNDRIES.

PUB: THE SUBJECTS OF LORD BRITISH TRULY PRIZE THEIR PUBS, AND IT SHOWS IN THE GRACIOUS HOSPITALITY TO BE FOUND IN ALL PUBLIC HOUSES. MOST OFFER AN EXCELLENT ARRAY OF DRINKS AND FOOD FOR THE WAYFARER. IT IS ALSO COMMONLY KNOWN THAT THE BARTENDERS ARE INCURABLE GOSSIPS - IF ASKED THE RIGHT QUESTIONS AND OFFERED THE RIGHT PRICE - RARE NEWS MAY BE OBTAINED. PUBLIC DRUNKENNESS IS PROHIBITED THROUGHOUT THE LANDS OF BRITANNIA, SO TEMPER THY INDULGENCE WITH WISDOM.

GROCERY: LITTLE IS WORSE THAT BEING FAR FROM A TOWN AND FINDING THYSELF AND ONE'S COMPANIONS STARVING TO DEATH BECAUSE THE PERSON IN CHARGE OF THE EXPEDITION (THOU) HAS FORGOTTEN TO BUY ENOUGH FOOD. BE SURE TO LAY IN A PLENTIFUL SUPPLY AT EACH OPPORTUNITY. THY FELLOW TRAVELLERS WILL MOST CERTAINLY BE APPRECIATIVE OF THY FORESIGHT.

THE HEALER:

SOME TOWNS CONTAIN THESE INVALUABLE PLACES OF AID WHERE ONE MAY GO TO BE HEALED WHEN SUFFERING FROM GRIEVOUS WOUNDS. REMEMBER TO HEAL THY COMPANIONS ALSO, FOR A HEALTHY PARTY ENSURES SURVIVAL IN THE WILD REGIONS. THE HEALERS ARE THE ONLY ONES WHO MAY CURE VICTIMS OF THE NOXIOUS VENOMS INFLICTED BY THE INHUMAN DENIZENS OF THE LAND.

INN: THE NUMEROUS INNS OF BRITANNIA PROVIDE THE TIRED TRAVELLERS WITH A COMFORTABLE NIGHT'S SLEEP, WHICH REFRESHES AND REVITALIZES EACH CHARACTER.

THE CHARACTER OF THE INNS THROUGHOUT BRITANNIA VARIES, AS DOES THE PRICE.

HERB SHOP: ALL PRACTITIONERS OF THE MYSTIC ARTS WILL SEARCH FAR AND WIDE TO LOCATE THESE RARE SHOPS. WITHIN THEM IS TO BE FOUND THE COMPONENTS - OR REGEANTS, AS THEY ARE KNOWN TO ENCHANTERS - FOR SPELL MIXTURES. WITHOUT THESE MIXTURES, NO SPELL MAY BE CAST SUCESSFULLY. DUE TO THE RARENESS OF SOME OF THE HERBS, MANY ARE NOT OFFERED FOR SALE REGULARLY, IF AT ALL. THE KNOWN MAGICAL REGEANTS ARE:

|                |             |
|----------------|-------------|
| SULPHUROUS ASH | BLOOD MOSS  |
| GINSENG        | BLACK PEARL |
| GARLIC         | NIGHTSHADE  |

## SPIDER SILK

## MANDRAKE ROOT

CARE SHOULD BE TAKEN TO MIX THE HERBS IN THE CORRECT PROPORTIONS, SO AS NOT TO WASTE THE VALUABLE INGREDIENTS.

GUILD SHOP: THE THIEVES' GUILD HAS BEEN ESSENTIALLY DRIVEN OUT OF BRITANNIA, BUT RUMORS PERSIST OF ITS EXISTENCE SOMEWHERE IN THE OCEAN, PERHAPS ON ONE OF THE UNCHARTED ISLANDS. SOMEHOW THE GUILD MAINTAINS CONTACT WITH THE MAINLAND, PERHAPS THROUGH THE BRAZEN PIRATES. THE GOODS ONCE OFFERED BY THE GUILD WERE QUITE EXPENSIVE, BUT INVALUABLE TO THE TRAVELLER WHO SOUGHT TO STRAY OFF THE BEATEN PATH IN SEARCH OF NOVEL EXPERIENCES.

THESE ARE THE MAIN SHOPS IN BRITANNIA. A FEW OTHER PLACES EXIST THAT THE WORTHY OF NOTE:

SHRINES: HERE THE DEVOUT OF EACH TOWN MAY MEDITATE UPON THEIR PATH IN LIFE. EACH SHRINE RESPONDS TO THE MEDITATION OF A DIFFERENT MANTRA (CHANT). CONSISTENCY AND CONCENTRATION ARE THE KEYS TO MEDITATION. ENLIGHTENMENT IS ATTAINED ONLY THROUGH CARE.

THE SEER HAWKWIND: RESIDING WITHIN LORD BRITISH'S CASTLE IS THE ROYAL SEER, HAWKWIND. MANY ASPIRE TO TREAD THE PATH, BUT VERY FEW FIND THEIR WAY. SEEK THE ADVICE OF THE SEER AS TO THY PROGRESS UPON THE PATH. HE CAN LOOK INTO THY HEART'S HEART AND READ THY PROGRESS OR FAILURE. HEED HIS ADVICE, FOR FEET THAT HAVE STRAYED MAY BE BROUGHT BACK UPON THE PATH.

## ]]]]] CHAPTER 5: TRANSPORTATION [[[[[

THROUGHOUT THE CENTURIES MOST TRAVEL HAS BEEN ACCOMPLISHED BY USE OF THE FEET. WHILE THIS METHOD LENDS ITSELF TO SCENIC HIKEs, IT IS A TERRIBLY SLOW WAY TO JOURNEY FROM ONE END OF A HUGE CONTINENT TO THE OTHER. GETTING AROUND BRITANNIA, WHICH MAY NEVER BE WITHOUT RISK, COULD SOON BECOME EASIER. UNDER THE AUSPICES OF LORD BRITISH, STUDIES OF THE PROPERTIES OF THE MOON GATES ARE BEGINNING TO YIELD A CLEARER UNDERSTANDING OF THE GATES' MYSTICAL WORKINGS. PEOPLE FORECAST THAT FUTURE CITIZENS WILL USE THESE GATES AS A NORMAL MEANS OF DISTANT TRAVEL. THE DESTINATIONS OF THE GATES APPEAR TO BE RIGIDLY BOUND TO THE PHASES OF THE TWIN MOONS TRAMMEL AND FELUCCA. THE APPEARANCE AND DISAPPEARANCE OF THE GATES ARE DEFINITELY SO LINKED. THE LOCATION OF THE GATES ARE REPRESENTED ON MOST MAPS OF THE REALM AS PHASES OF THE MOONS. THE GATE ACTIVE IS INDICATED BY THE PHASE OF THE MOON TRAMMEL. ONCE A GATE IS ENTERED, THY DESTINATION IS INDICATED BY THE PHASE OF THE MOON FELUCCA.

BRITANNIA IS MARKED BY SIX TERRAIN TYPES, EACH WITH THEIR OWN FEATURES:

GRASS: THE SMOOTHEST AND EASIEST TO TRAVEL ON, THE LUSH GRASS OF BRITANNIA SERVES TO FATTEN ITS HERDS. ONE MAY PASS HER WITHOUT ANY IMPEDIMENT.

BRUSH: LOW SCRUB GROWTH AND BUSHES WILL HINDER THY PROGRESS, PERMITTING THY PARTY TO MOVE BUT AT THREE QUARTERS OF THEIR NORMAL SPEED. FINE KINDER FOR CAMPFIRES MAY BE FOUND AT THE BASE OF THE LARGER SHRUBS.

FOREST: THE GOING IS SLOW THROUGH DENSE WOODS, WITH THY SPEED CUT FULLY IN HALF. THE OAK SO DEARLY LOVED BY THE DRUIDS PREDOMINATES HERE, ALONG WITH HEALTHY GROWTHS OF ASH AND BEECH. THERE IS QUITE A LACK OF VISIBILITY IN THE FOREST REGIONS.

HILLS: HILLY TERRAIN, MUCH FAVORED BY THOSE WHO RAISE SHEEP, WILL SLOW THEE DOWN CONSIDERABLY, SO MUCH SO THAT NONE BUT THE SURE-FOOTED MOUNTAIN GOAT CAN MOVE AT MORE THAN A SNAIL'S PACE.

MARSH:

THE MARSHES AND FENS ARE PARTICULARLY TREACHEROUS AND SHOULD BE AVOIDED AT ALL COSTS. WHILE PROGRESS IS ONLY SLOWED TO HALF ONE'S NORMAL PACE BY THE MUCK UNDERFOOT, THE MARSHES GIVE OFF POISONOUS GASES WHICH CAN SEVERLY HARM MEMBERS OF THE PARTY.

MOUNTAINS: MOUNTAINEERING IS NOT A WELL-KNOWN SKILL IN BRITANNIA, SO THE MOUNTAINS ARE CLOSED TO THE NORMAL TRAVELLER. THERE IS ALSO A LACK OF VISIBILITY OVER THE MOUNTAINS.

HORSES MAY BE OBTAINED AND GREATLY SPEED TRAVEL ON LAND. THE SAGES OF THE LYCAEUM ARE REPUTED TO HAVE BEEN WORKING ON A LIGHTER-THAN-AIR DEVICE FOR LORD BRITISH, BUT IT WAS STOLEN SOME MONTHS AGO AND ITS WHEREABOUTS IS NOT KNOWN.

SINCE WHILE TRAVELLING, THY PARTY MEMBERS' HIT POINTS MAY BE DIMINISHED BY UNEXPECTED CONFRONTATIONS, EVERY SO OFTEN THOU SHOULD HOLE UP FOR THE NIGHT AND CAMP. IF THY REST IS NOT INTERRUPTED BY WANDERING CREATURES, THEN THY PARTY WILL BE GREATLY REFRESHED.

AT SEA, MASTERFUL CONTROL OF THY SHIP IS NECESSARY FOR SURVIVAL. SHIPS HAVE POWERFUL CANNONS, BUT THEY CAN ONLY FIRE BROADSIDE. TO LEARN SEAMANSHIP, THOU MUST UNDERSTAND THE WAYS OF THE WATER AND THE WIND.

THE OCEAN IS MADE UP OF THREE TYPES OF WATER: LARGE WAVES MARK DEEP WATER; SMALL WAVES INDICATE SHALLOW WATER; TIGHT RIPPLES SHOW WHERE LIKE SHOALS, TOO SHALLOW FOR SHIPS TO PASS OVER. REMEMBER THAT A CHANGE IN WAVE SIZE SIGNALS APPROACHING LAND. THIS WILL AID THY NAVIGATION.

THE WINDS OF BRITANNIA BLOW VERY CONSTANT IN A GIVEN DIRECTION, THEN SHIFT TO A NEW DIRECTION FOR ANOTHER LONG PERIOD. THIS FACT ALLOWS THE SKIPPER OF A SHIP TO SAIL STRATEGICALLY, IF THE SHIP IS FACING INTO THE DIRECTION OF THE WIND, (SUCH AS SAILING EAST AGAINST AN EAST WIND) THEN THE SHIP'S PROGRESS IS AT ITS SLOWEST - 1/4 SPEED. IF THE SHIP IS SAILING WITH THE WIND, (AS IN SAILING WEST WITH AN EAST WIND BEHIND THEE) THEN THE SHIP'S SPEED IS FASTER - 3/4 SPEED. IT IS ONLY WHEN ONE TACKS ACROSS THE WIND THAT THE SHIP REACHES MAXIMUM SPEED, (SUCH AS SAILING NORTH OR SOUTH AGAINST AN EAST WIND) - FULL SPEED.

STRIVE TO MANEUVER THY SHIP SO AS TO BRING EITHER THE PORT OR STARBOARD BATTERIES TO BEAR BEFORE CREATURES OR PIRATES CAN CLOSE AND TRY TO BOARD. THY SHIP HAS ARMOUR WHICH, IF REDUCED TO ZERO, WILL CAUSE IT TO SINK AND THY PARTY SHALL PERISH. A CAPTURED PIRATE SHIP CAN BE USED IN PLACE OF A BADLY DAMAGED SHIP. PRACTICE NEAR SHORE UNTIL THOU DEVELOP SEAFARING LEGS. THE SHIP'S CANNONS ALSO SERVE FOR FIRING UPON LANDBOUND CREATURES. BEWARE, SOME OF THE LAND CREATURES HAVE THE POWER OF FLIGHT AND CAN PURSUE THEE OVER THE WAVES!

## ]]]]] CHAPTER 6: WEAPONS AND THE ARMOUR OF THE REALM [[[[

WEAPONRY:

HANDS:

IF THOU LOSE ALL OF THY WEAPONS, THIS IS WHAT THOU HAST LEFT. ALTHOUGH IT IS POSSIBLE TO KILL SOME OF THE LESSER MONSTERS WITH THY BARE HANDS, THE ODDS OF SUCCESS TRULY ARE NOT VERY HIGH.

STAFF: A SIX FOOT PIECE OF CARVED IRONWOOD THAT HAS BEEN MAGICALLY ATTUNED,

THE STAFF SOLD IN THE WEAPONS SHOP OF BRITAIN IS MORE FORMIDABLE THAN IT SEEMS. IT IS THE FAVORITE WEAPON OF MAGI.

DAGGER: TEN INCHES OF BEAUTIFULLY WORKED STEEL MAKE THE STANDARD BRITANNIAN DAGGER. THE TRADITIONAL BASKET HILT LOOKS VERY FUNCTIONAL. A FAVORITE WEAPON OF NOVICES.

SLING: THE COMMON SLING IS FASHIONED FROM TWENTY-FOUR INCHES OF CLOTH, FOLDED IN HALF, WITH A LEATHER CUP. THE PROJECTILES - SMALL ROCKS - ARE EASILY COLLECTED, MAKING THIS AN INEXPENSIVE MISSILE WEAPON. A PERENNIAL FAVORITE WITH TRAVELLERS DOWN ON THEIR LUCK.

MACE: UPON THE 1 1/2 INCH THICK OAKEN STEM OF THE BRITANNIAN MACE RESTS A GLOBE OF IRON STUDDED WITH KNOBS. THE IMPACT OF THIS WEAPON HAS BEEN KNOWN TO SHATTER THE SKULLS OF ENEMIES OUTRIGHT. A FAVORITE AMONG THE DRUIDS.

AXE: WITH A DOUBLE-SIDED TWO FOOT BLADE, A WARRIOR WIELDING A BATTLE AXE CAN REALLY WAGE WAR. THE AXE IS A FAVORITE AMONG TINKERS, AS MANY OF THEM ARE WORKERS OF WOOD AND METAL.

SWORD: AH, A TRUE FIGHTER'S WEAPON. FOUR FEET OF WICKED, BLUE STEEL WILL STRIKE FEAR INTO THE HEART OF ANY OPPONENTS. THE SWORD IS AN AUTOMATIC FAVORITE AMONG FIGHTERS.

BOW: A TRULY COMPETENT LONG-RANGE WEAPON. GET THY ENEMIES BEFORE THEY CAN GET THEE! THE BRITANNIAN BOWS ARE MADE FROM THE FINEST YEW WOOD. EACH LONGBOW IS HAND-RUBBED AND ORNAMENTED WITH HORN NOCKS ON THE TIPS. A FAVORITE AMONG THOSE WITH POOR ARMOUR.

CROSSBOW:  
NOW HERE IS A REAL MISSILE WEAPON. THE IMPACT OF THE CROSSBOW WILL STOP A RAMPAGING TROLL. THE CROSSBOW IS TRADITIONALLY MADE OF MAHOGANY WITH CARVED MAPLE VENEER ON THE SIDES DEPICTING LORD BRITISH'S DEVICE, THE SILVER SERPENT. A FAVORITE AMONG BARDS FOR THE SINGING OF THE CROSSBOW'S STRING.

FLAME OIL: THE USE OF FLASKS OF FLAME OIL CONSTITUTES AN INNOVATION IN BRITANNIA. ANY OF THE EIGHT GREAT PROFESSIONS CAN USE IT. THE WIELDER CASTS THE IGNITED OIL IN A CHOSED DIRECTION, CREATING A CORRIDOR OF FLAMING OIL WHICH LASTS SEVERAL MINUTES. ANY ENEMY ENTERING THE FIELD OF FLAMING OIL SUFFERS BURN DAMAGE FOR EACH TURN PASSED IN THE INFERNO. A FAVORITE WEAPON AMONG THOSE BADLY HURT AND IN NEED OF DEFENSE - A LAST DITCH DEFENSE.

HALBERD: SEVEN FEET OF STOUT WOOD TOPPED WITH A BLADE OF DEADLY STEEL. THE HALBERD REQUIRES EXCELLENT COORDINATION TO BE USED EFFECTIVELY. IT IS THE MOST DEADLY OF WEAPONS IN THE HANDS OF AN EXPERT, WHO USES IT TO STRIKE OVER THE HEADS OF HIS FELLOWS. A FAVORITE AMONG PALADINS.

SEVERAL MAGICAL WEAPONS ARE SAID TO BE FOUND HITHER AND YON, BUT THE LOCATION OF THESE ARE NOT KNOWN FOR CERTAIN. IT IS SAID THAT PERCHANCE A TRAVELLER MUST BE WORTH OF SUCH A WEAPON BEFORE IT WILL BECOME AVAILABLE.

#### ARMOUR:

SKIN: WHAT THOU ART LEFT WEARING WHEN THOU HAST NOW ARMOUR AT ALL.

CLOTH: PEASANT'S GARB FOR THOSE WHO CAN AFFORD NOTHING BETTER, OR THOSE RESTRICTED BY THE VOWS OF THEIR PROFESSION FROM WEARING AUGHT ELSE. A

RELUCTANT FAVORITE AMONG MAGI.

LEATHER: THE WORKHORSE OF NOVICE TRAVELLERS, LEATHER ARMOUR IS FOUND THROUGHOUT BRITANNIA. MANY OF THE PROFESSIONS ARE RESTRICTED TO LEATHER AS THEIR BEST CHOICE. A FAVORITE AMONG BARDS, DRUIDS, AND RANGERS.

CHAIN: USED BY THOSE WHO CAN HANDLE THE WEIGHT OF CHAIN MAIL WHILE FIGHTING, THIS ARMOUR OFFERS EXCELLENT PROTECTION. ONLY THE FINEST STEEL IS USED, WITH DOUBLE THICKNESS ON THE SHOULDERS. ALL LINKS ARE INDIVIDUALLY RIVETED FOR STRENGTH. A FAVORITE AMONG FIGHTERS AND TINKERS.

PLATE: THE ARISTOCRAT OF THE ARMOURER'S CRAFT, PLATE AFFORDS MORE PROTECTION THAN ANY OTHER CONVENTIONAL ARMOUR. EACH SUIT IS TAILOR MADE TO THY SHAPE. THE COST IS NATURALLY SIZEABLE, BUT THE EFFECT IS INSPIRING. A FAVORITE AMONG PALADINS.

AS IS THE CASE WITH WEAPONRY,, RUMORS ABOUND OF MAGICAL ARMOUR THAT WILL WITHSTAND THE BREATH OF A DRAGON. BUT WHO KNOWS? PERHAPS THESE ARE BUT RUMORS SPREAD BY ORCS TO LURE FIGHTERS INTO ILLUSORY SEARCHES RESULTING IN DEATH.

## ]]]]] CHAPTER 7: MAGICAL ARTS [[[[[

MOST OF US UNDERSTAND ONLY THOSE THINGS THAT WE CAN SEE AND FEEL. YET THERE IS A SEGMENT OF THE POPULATION THAT CAN SEE THE UNSEEABLE, AND CAN FEEL THAT WHICH HAS NO SUBSTANCE. THE PERCEPTION AND USE OF THESE ETHEREAL FORCES IS CALLED MAGIC. TO SOME IT IS AN ART, TO OTHERS A SCIENCE. IT IS DIFFICULT FOR THIS HISTORIAN TO DESCRIBE THE ART WITH WHICH HE IS TOTALLY UNFAMILIAR. HE CAN, HOWEVER, COMMENT UPON WHAT PURPORTS TO BE THE SCIENCE.

THE BASIS OF ALL SPELLCASTING IS THE PROPER MIXING OF THE NECESSARY REAGENTS. REAGENTS ARE THE PHYSICAL MATERIALS WHICH ARE SAID TO PROVIDE THE INITIAL ENERGY TO BEGIN THE SPELL. EACH SPELL USES A DIFFERENT REAGENT FORMULA. THESE FORMULAS ARE JEALOUSLY GUARDED BY MAGIC USERS, FOR QUITE OFTEN THE DIFFERENCE BETWEEN LIFE AND DEATH IS KNOWING A SPELL THAT THY OPPONENT KNOWS NOT. FROM THE BILL OF FARE AT THE HERB SHOPS, THE OBSERVER CAN GLEAN THE NAMES OF THE REAGENTS: SULPHUROUS ASH; GINSENG; GARLIC; SPIDER SILK; BLOOD MOSS; AND BLACK PEARL.

FURTHERMORE, THERE ARE REPUTED TO BE TWO OTHERS, MORE POWERFUL STILL THAN THOSE JUST LISTED. HOWEVER, THEY ARE NOT FOR SALE ACCORDING TO THE PROPRIETORS OF THE HERB SHOPS. THEY ARE: NIGHTSHADE AND MANDRAKE ROOT.

ONLY CERTAIN CLASSES OF THE EIGHT MAJOR PROFESSIONS HAVE ANY TELENT FOR MAGIC. SOME ARE QUITE STRONGLY ENDOWED, SUCH AS MAGI AND DRUIDS, WHILE THE PALADINS, BARDS, TINKERS, AND RANGERS HAVE BUT A LITTLE POWER. FIGHTERS AND SHEPHERDS HAVE NO MAGICAL ABILITY AT ALL. IN FACT, MAGI ARE SO TUNED TO THE SPECIAL ENERGY THAT COMPRISES MAGIC THAT WHEN THEY CAST A SPELL, A BLUE AURA GLOWS AROUND THEIR HEAD AND SHOULDERS.

WHILE MOST SPELLS ARE REPUTED TO POSSESS EITHER OFFENSIVE OR DEFENSIVE ABILITIES, SOME ARE UTILITARIAN IN NATURE, SUCH AS LIGHT, OPEN AND VIEW SPELLS. THE RARE AEROMANCER CAN HARNESS THE POWER OF THE WINDS. AN ANCIENT SCROLL ON DISPLAY IN THE LIBRARY AT THE LYCAEUM TELLS OF DIFFERENT TYPES OF ENERGY FIELDS CREATED BY MEANS MAGICAL. IT LISTS THE FOLLOWING FIELDS AND DISCUSSES THEIR PROPERTIES.

SLEEP: A GREEN FIELD THAT MAY BRING SLEEP TO ANYONE WHO PASSES THROUGH IT.

LIGHTNING: A BLUE FIELD THAT SERVES AS AN IMPENETRABLE BARRIER WHICH



INFLECTS DAMAGE UPON ANY WHO TOUCH IT.

FLAME: AN ORANGE FIELD THAT IMPARTS MASSIVE DAMAGE UPON THOSE FOOLISH ENOUGH TO CROSS IT.

POISON: A VIOLET FIELD OF NOXIOUS VAPORS THAT POISONS ANYONE PASSING THROUGH WHO IS NOT QUICK TO HOLD THEIR BREATH.

WHETHER THESE FIELDS MAY BE CONTROLLED BY MAGIC IS UNCERTAIN. HOWEVER, THE SCROLL WAS CONCERNED WITH THE TALE OF A WIZARD'S BATTLE! ONE CAN ONLY PONDER WHETHER THE WRITER SURVIVED THE ENCOUNTER.

## ]]]]] CHAPTER 8: A BESTIARY [[[[

BAT: A NON-EVIL SUBTERRANEAN DWELLER FOUND IN THE DEEPEST CAVERNS, THE PRINCIPAL DIET OF THE BAT IS ANIMAL BLOOD. THEY ARE QUITE LARGE AND MAY ATTACK ANY WHO DISTURB THEIR REST.

CYCLOPS: THESE EVIL GIANTS CAN HURL HALF-TON BOULDERS DOWN FROM THE HEIGHTS. EVEN A GRAZING HIT WILL DO CONSIDERABLE DAMAGE TO A MEMBER OF THY PARTY. THE SERPENT'S SPINE IS SAID TO BE THE BEST HUNTING RANGE FOR THEM.

DRAGON: THE DRAGON IS AN EVIL, FLYING SERPENT WHICH CAN CROSS WATER AND BLAST SHIPS WITH HUGE FIREBALLS. NOT MANY SHIPS CAN WITHSTAND A COUPLE OF PASSES BY AN ATTACKING DRAGON.

ETTIN: THESE EVIL TWO-HEADED ABERRATIONS OF NATURE CAN CAST HUGE BOULDERS DOWN UPON THY PARTY, CAUSING IMMENSE DAMAGE IT IS BEST TO TRY TO KILL THEM WITH LONG-RANGE WEAPONS AND SPELLS. A LARGE CLAN OF ETTINS IS SAID TO LIVE ALONG THE SERPENT'S SPINE.

GAZER: THESE HYPNOTIC CREATURES SNARE THEIR PREY BY PUTTING THEM TO SLEEP. THE DEEP FORESTS ARE THE FAVORITE HABITAT OF THESE EVIL, FLOATING EYES.

GHOST: THE RESTLESS SPIRITS OF THOSE TRAPPED BETWEEN PLANES, GHOSTS CAN PASS THROUGH WALLS, SO USE EXTREME CAUTION WHEN THEY ARE THOUGHT TO BE NEAR BY. EVIL GHOSTS ARE OFTEN FOUND IN RUINS, BATTLEFIELDS, AND CRYPTS.

GREMLIN: THESE HUNGRY DENIZENS OF THE UNDERWORLD LOVE TO SNEAK UP TO UNWARY TRAVELERS AND STEAL ALL THEIR FOOD. DO NOT LET AN EVIL GREMLIN GET NEXT TO THEE!

HEADLESS: ANOTHER EVIL BEING BEST SUITED TO TERROR AND DESTRUCTION, THE HEADLESS IS INDEED A CREATURE OF NIGHTMARES. MANY A TRAVELLER HAS FLED IN ABJECT HORROR AT THE SIGHT OF THESE HEADLESS TORSOS BEARING DOWN UPON THEM.

HYDRA: BEWARE OF THE EVIL BREATH OF THE MULTI-HEADED HYDRA! THE MASSIVE FIREBALLS CAN FRY MOST MEMBERS OF THY PARTY.

INSECTS: IF THOU DOST STAY CLEAR OF THESE NON-EVIL VERMIN, THEY WILL NOT BOTHER THEE. MARSH AND DUNGEONS ARE THEIR FAVORITE LOCALES. INSECTS CAN FLY, SO THEY CAN CHASE THEE OVER WATER.

LICH: THIS UNDEAD SHADE OF A POWERFUL WIZARD CAN STILL CAST VERY POWERFUL MAGIC SPELLS. THE LICH IS A MOST DANGEROUS OPPONENT UNDER EVEN FAVORABLE

## CONDITIONS.

LAVA LIZARD: THESE REPTILIAN CREATURES LOVE FIRE AND DEWLL IN INFERNOS. IN COMBAT THEY HAVE BEEN KNOWN TO SPIT FLAMING LAVA THIRTY FEET, SO BEWARE THESE EVIL BEASTS!

MIMIC: ONE OF THE MOST TREACHEROUS AND EVIL CREATURES IN ALL OF BRITANNIA, THE MIMIC CAN ASSUME ANY SHAPE, ALTHOUGH THEY SEEM TO PREFER ASSUMING THE LIKENESS TO TREASURE CHESTS. UPON SPOTTING ONE, THE CARELESS TRAVELLER GREEDILY RUSHES TOWARD THE CHEST. WHEN THE TRAVELLER GETS CLOSE ENOUGH, MIMIC CASTS OUT A POISONOUS VENOM. WHEN THE TRAVELLER SUCCUMBS TO THE POISON, THE MIMIC FEASTS UPON HIM. THE ONLY KNOWN WAY TO DETECT A CHEST MIMIC IS TO WAIT UNTIL IT GETS CURIOUS ENOUGH TO PEER OUT AT THE BY LIFTING THE LID OF THE CHEST.

NIXIE: THESE AQUATIC FIRST COUSINS OF THE ANCIENT RACE OF ELVES RISE FROM THE DEPTHS TO STRIKE TERROR INTO THE HEARTS OF SEAFARERS. THE EVIL NIXIES WIELDS HARP TRIDENTS WHICH CAN BE HURLED AGAINST A SHIP'S CREW FROM AFAR, CAUSING GREAT DAMAGE.

ORC: WOULD THAT EVERY ORC HAD BEEN DESTROYED WITH THE FALL OF THE TRIAD OF EVIL! THEY BREED LIKE RABBITS AND STILL INFEST THE WOODS AND HILLS, THOUGH IN MUCH SMALLER NUMBERS THAT BEFORE.

PHANTOM: THESE TRAGIC SOULS HAVE BEEN CAPTURED BY EVIL AND FORCED TO REENACT THEIR BATTLES THROUGHOUT ALL TIME. THEY ARE BODILESS, BUT CAN BE DETECTED BECAUSE THEIR SWORDS AND SHIELDS REMAIN VISIBLE. PHANTOMS ARE TOUGH OPPONENTS AS DYING IS MEANINGLESS TO THEM.

PIRATES: TRULY THE DREGS OF BRITANNIA, MOST OF THESE CREWS HAVE DEATH WARRANTS HANGING OVER THEIR HEADS. REMBMBER THAT THE EVIL PIRATES TAKE NO PRISONERS! THEIR SHIPS ARE EQUIPPED WITH HEAVEY CANNONS, AND THE CREWS ARE WELL-TRAINED TO QUICKLY MOVE THEIR LARGE GALLEONS INTO BATTLE POSITION. IT IS A RARE SKIPPER INDEED THAT CAN SURVIVE A BROADSIDE DUEL WITH A PIRATE VESSEL. THY BEST HOPE IS TO "DOT THE T", OR TO CLOSE WITH THY ENEMY. IF THOU ART ABLE TO DEFEAT THE CREW, THE SHIP ITSELF BECOMES THY PRIZE. FOR CASTAWAYS ON REMOTE IS LANDS, THIS IS THE ONLY HOPE FOR SALVATIONS

PYTHON: THE VENOM OF BRITANNIAN PYTTHON IS HIGHLY POISONOUS. THESE NON-EVIL CONSTRICTORS CAN SPIT THEIR FOUL VENOM A FULL ELEVEN PACES, AND SHOULD BE TREATED WITH THE UTMOST RESPECT.

RAT:

THE COMMON GIANT RAT, WHILE NOT EVIL BY NATURE, WILL STILL ENTER HUMAN CAMPS IN SEARCH OF FOOD. THEY POSE A THREAT TO ANY DUNGEON EXPLORERS FOOLISH ENOUGH TO STARTLE THEM.

REAPER: THESE GRIM CREATURES STAND UPRIGHT ON TRUNK-LIKE BODIES AND WAVE MANY TENTACLES AT THEIR PREY. THE EVIL REAPER CAN ALSO REPUTEDLY CAST DIFFERENT ENERGY FIELDS, AND THUS IS CONSIDERED A MOST VICIOUS OPPONNENT.

ROGUE: THE TOGUES THAT ARE TO BE FOUND THROUGHOUT THE LAND ARE OFTEN ESCAPED PRISONERS WHO NOW MAKE THEIR LIVELIHOOD AS HIGHWAYMEN BY ATTACKING TRAVELLERS. IF THEY GET NEXT TO THEE, THEY MAY PICK THY POCKETS.

SEAHORSE: THESE MAGICAL CREATURES APPEAR QUITE FAIR AND ARE NOT EVIL, BUT IF OFFENDED THEY MAKE DEVASTATING ENEMIES. THEY ARE POSSESSED OF POWERFUL

MAGICAL AILITIES WHICH CAN WREAK HAVOC AMONG THY PARTY.

SERPENT: THE SEA SERPENT IS AN AQUATIC RELATIVE OF THE DRAGON. THE FIREBALL CAST BY THE SERPENT CAN SINK A SHIP LONG BEFORE IT HAS A CHANCE TO CLOSE WITH THE BEAST. THE BEST DEFENSE AGAINST A SEA SERPENT IS TO ENGAGE IT IN CLOSE COMBAT AS QUICKLY AS POSSIBLE. IT IS THY ONLY CHANCE, ALBEIT A SLIM ONE, TO SURVIVE THE ENCOUNTER.

SKELETON: ANIMATED BONES, THE SKELETONS ARE THE UNDEAD INCARNATIONS OF A VARIETY OF CREATURES. THESE TOOLS OF EVIL STRIKE FEAR INTO ORDINARY TRAVELLERS. WITH THE PROPER ENCHANTMENT, HOWEVER, THEY CAN BE DISPELLED.

SLIME: DUNGEON WALLS FAIRLY OOZE WITH SLIME. MOST SLIME JUST SITS THERE, THIS EVIL VARIETY COMES AFTER THEE!

SPIDER: BEWARE OF INADVERTENTLY WRECKING A SPIDER'S WEB AND THIS NON-EVIL CREATURE WILL PROBABLY LEAVE THEE IN PEACE. IF THOU SUFFER THE MISFORTUNE OF CROSSING ONE, TAKE CARE TO AVOID THE VENOMOUS SPITTLE.

SQUID: WHEN THE TENTACLES OF THE GIANT SQUID CLOSE AROUND A MAN OR A SHIP, THE VERY POWER OF LIGHTNING IS RELEASED UPON THE PREY. 'TIS BEST TO TRY TO DESTROY THE EVIL SQUID WITH CANNON FIRE BEFORE IT CAN ENGAGE THEE AT CLOSE QUARTERS.

TROLL: THESE LARGE AND EVIL CREATURES CAN HURL AXES - OF WHICH THEY CARRY A PLENTIFUL SUPPLY - WITH FRIGHTENING ACCURACY. BEWARE THEIR TRICKS. TROLLS ARE USUALLY FOUND IN HILLS AND MOUNTAINS.

WISP: MORE INSUBSTANTIAL THAN MOST EVIL CREATURES, WISPS CAN ACTUALLY TELEPORT AROUND THE BATTLEFIELD AND ATTACK FROM ANYWHERE. IT IS MOST DISCONCERTING TO BE INVOLVED IN AN ENCOUNTER THAT CONTAINS A WISP.

WIZARD: NOT ALL MAGIC USERS FOLLOW THE PATH OF GOOD. THESE EVIL RENEGADE WIZARDS MAKE VERY DANGEROUS ADVERSARIES WHEN CROSSED.

ZORN: ZORNS ARE THE ANTITHESIS OF EVERYTHING. THEY PASS RIGHT THROUGH WALLS AND OBSTACLES, AND NEGATE ALL NEARBY MAGIC. IF AN EVIL ZORN CLOSES WITH THE, THOU PROBABLY WILL NOT ESCAPE ITS EMBRACE.

LORDS OF THE EVIL DOMINION:

BALRON: IT IS BELIEVED BY SOME THAT ALL OF THESE MARSHALS OF EVIL WERE DESTROYED WHEN THE TRIAD FELL. IF ANY DO EXIST, IT WOULD BE BETTER FOR ONE TO QUIT LIFE ITSELF THAN TO FACE THE FURY OF A BALRON. THE ANCIENT SCROLLS DESCRIBE THEM AS FLYING CREATURES WHICH CAST DEVASTATING FIREBALLS AS WELL AS WEAVE MASSIVE ENCHANTMENTS THAT ONCE FELLED ENTIRE ARMIES.

DEVIL: THESE FLYING LIEUTENANTS OF EVIL MAY SWEEP OFF SHORE AND CHASE THEE ACROSS THE WAVES. THEY ARE POWERFUL MAGIC USERS AND SHOULD BE AVOIDED AT ALL COSTS. DEVILS ARE PARTICULARLY FOND OF TORTURING THEIR VICTIMS WHEN THE OPPORTUNITY ARISES.

## ]]]]] CHAPTER 9: THE SKILLS OF COMBAT []]]]

THE HISTORIAN IS A MAN OF INTELLECTUAL PURSUITS AND THEREFORE LITTLE

ACQUAINTED WITH THE WAYS OF COMBAT. FOR THE FOLLOWING INFORMATION ON SUCH SKILLS, WE ARE DEEPLY INDEBTED TO THE MASTER AT ARMS OF THE ORDER OF THE SILVER SERPENT.

BEFORE FIGHTING. BE CERTAIN THAT THOU ART PROPERLY EQUIPPED FOR THE ENSUING FRAY. DOST THOU HAVE THE PROPER WEAPON AND ARMOUR? IF NOT, THEN THOU MUST

EQUIP THYSELF ANEW. WHEN THOU COMMENCE TO READY A WEAPON OR WEAR SOME ARMOUR, THOU WILT BE OFFERED A SELECTION OF SUCH ITEMS AS ARE AVAILABLE IN THY PARTY'S COMMON POOL. IF THOU DOST CHOOSE AN ITEM INAPPROPRIATE FOR THY CLASS THOU WILL BE ASKED TO SELECT AGAIN.

INITIATING COMBAT. WHEN THOU ART NEXT TO AN ENEMY, THOU MAY ATTACK IN THE DIRECTION OF THY FOE. THOU WILT THEN BE ABLE TO VIEW THY COMBAT LOCATION, AND BATTLE SHALL ENSUE.

BEING ATTACKED. IF THOU DOST NOT ATTACK A CREATURE, THEN ASSUREDLY THE CREATURE WILL ATTACK THEE AT ITS EARLIEST OPPORTUNITY, ASSUMING THAT THE CREATURE IS EVIL OR HUNGRY.

HOW TO FIGHT. EACH FIGHTER AND MAGIC USER WILL HAVE AN OPPORTUNITY FOR SEPARATE ACTION. THOU MAY ONLY ATTACK IN THE MAIN CARDINAL DIRECTIONS (NORTH, EAST, SOUTH, AND WEST). WHEN IT IS A FIGHTER'S TURN, THOSE WITH HAND WEAPONS MAY ATTACK AN ADJACENT AREA BY SPECIFYING THE DIRECTION. THOSE WITH MISSILE WEAPONS MAY FIRE THEM ACROSS THE BATTLEFIELD BY DENOTING THEIR DIRECTION OF FIRE. MAGIC USERS CAN CAST A SPELL WHEN IT IS THEIR TURN. AGAIN, ONLY SPELLS FOR WHICH REAGENTS HAVE BEEN PREPARED WILL FUNCTION. THE SPELL MUST BE SELECTED AND THE DIRECTION FIXED. MOST COMBAT SPELLS ARE FUNCTIONAL ACROSS THE FIELD OF BATTLE. ENERGY FIELDS, HOWEVER, CAN BE CAST ONLY IN AREAS ADJACENT TO THE CASTER.

VICTORY. WHEN ALL OF THE MONSTERS HAVE BEEN DESTROYED, THOU WILT RETURN TO THE SURROUNDING COUNTRYSIDE. IF THE MONSTERS WERE CARRYING ANY TREASURE, THIS WILL NOW BE AVAILABLE TO THEE. CARE SHOULD BE USED IN OPENING ANY TREASURE CHESTS, AS THEY ARE FREQUENTLY TRAPPED.

FLEEING. THERE WILL COME TIMES IN THY QUESTS WHEN THOU WILT BE CONFRONTED WITH SUPERIOR FORCES. WHENEVER ONE OF THY TEAM IS NEAR DEATH, GUIDE HIM OR HER OFF THE COMBAT FIELD TO SAVE THEM. IF THE TACTICAL SITUATION DETERIORATES COMPLETELY, REMOVING ALL MEMBERS OF THE PARTY FROM THE FIELD WILL DISENGAGE THEE FROM THY ENEMY. THERE ARE THOSE WHO WILL CALL THY ACTIONS COWARDLY, BUT A WISE LEADER WILL KNOW THE VALUE OF PRESERVING THE LIFE OF ONE'S FELLOWS.

TERRAIN CONSIDERATIONS. DEVOTE CONSIDERABLE TIME TO THE STUDY OF THE FIELDS OF COMBAT. LOCATE DEFENSIBLE POSITIONS FOR THY PARTY, MAKING SURE TO MAINTAIN AN AVENUE OF ESCAPE SHOULD THE BATTLE GO BADLY. REMEMBER OUR HERITAGE! A FEW VALIANT FIGHTERS STRATEGICALLY PLACED IN A NARROW ROCKY PASS CAN STAND OFF AN ARMY NUMBERED IN THE THOUSANDS.

WEAPON CONSIDERATIONS. THERE ARE THREE DISTINCT CLASSES OF WEAPONS AVAILABLE TO THE WARRIOR. THEY ARE: MISSILE WEAPONS WHICH PERMIT THE STRIKING OF FOES AT A DISTANCE; POLEARMS WHICH ALLOW ONE TO SMITE OVER AN OBSTACLE OR COMPANION; AND HAND TO HAND WEAPONS WHICH NECESSITATE ENGAGING ONE'S ENEMIES AT VERY CLOSE QUARTERS.

ETHICS OF WAR. DO NOT FEEL THAT IT IS THY BIRTHRIGHT TO SLAY EVERYTHING THAT WALKS, FLIES, OR SWIMS. THE CODE OF CHIVALRY STATES THAT BEFORE ENGAGING IN COMBAT WITH A FOE, THE WARRIOR SHOULD ASK, "IS THIS FOE TRULY EVIL?" IF IT IS NOW, THEN THOU MUST NOT KILL IT, BUT STAND THY GROUND AND FORCE IT TO RETREAT. THE CODE IS THY TOUCHSTONE, FOR WITHOUT IT THOU ARE BUT A SPECK OF DUST IN THE WHIRLWIND OF CHAOS.

]]]]] CHAPTER 10: MODERN CIVILIZATION AND OUR UNIVERSE [[[[

WE HAVE JUST EMERGED FROM THE DARKEST PERIOD IN RECORDED HISTORY. WITH

THE VANQUISHING OF THE TRIAD OF EVIL. WE NEED NO LONGER ANXIOUSLY WATCH OUR BACKS FOR FEAR THAT EVIL WILL FALL UPON US IN THE FIRST UNGUARDED MOMENT. THE STABILITY ACHIEVED BY THE NEWAGE SEEMS TO HERALD A GOLDEN AGE OF PEACE AND PROSPRITY.

WHAT KIND OF PEOPLE WILL INHERIT THIS NEW AGE? SURELY OUR DESTINY IS NOT TO PERPETUALLY FIGHT AS WARRING TRIBES THROUGHOUT ALL TIME. IS THERE NOT A HIGHER CALLING - ONE WORTHY OF OUR EFFORTS AND CAPABILITIES?

IF ONE ACCEPTS THAT THE NEXT AREA OF HUMAN GROWTH SHOULD NOT BE FOSTERED THROUGH AGGRESSIVE TERRITORIAL EXPANSION, THEN A POSSIBLE ANSWER EMERGES - WE MUST TURN INWARD. OF LATE A SMALL GROUP OF INQUISITIVE PHILOSOPHERS AT THE LYCAEUM HAVE BEEN ASKING SUCH QUESTIONS OF EACH OTHER. WHILE THEIR MUSINGS SEEM QUITE RADICAL AND NEW, THEY ARE WORTHY OF CONSIDERATION:

IS LIVING A LIFE OF VIRTUE AN ESSENTIAL ELEMENT OF CIVILIZATION, OR CAN SOCIETY SURVIVE THE TEST OF TIME WITHOUT SUCH PRINCIPLES?

HOW MIGHT WE ENSURE THE LONG-TERM CONTINUATION OF OUR NEW-FOUND PEACE? WHAT SYSTEMS OF LAWS AND ETHICS WILL ENSURE THE CONTINUED HAPPINESS OF ALL OUR PEOPLE?

WHY DOETH EVIL STILL STALK THE WORLD AND CAN IT EVER BE TRULY VANQUISHED?

IF THE PUBLIC SET OF ETHICS WHICH EVOLVED FROM THE DAYS OF PRIMORDIAL SURVIVAL IS IMPURE, HOW CAN WE ACHIEVE A CLEAN FOUNDATION UPON WHICH TO BUILD A LIFE OF VIRTUE?

GIVEN THE PREMISE THAT TO UNDERSTAND PURITY, ONE MUST STRIVE TO BE SO, HOW DOES ONE STRIVE FOR THAT WHICH CANNOT BE UNDERSTOOD?

IF OUR TRUE PURPOSE HERE IS TO ACHIEVE A BALANCE WITH OUR SURROUNDINGS - AS IS SUGGESTED IN THE ANCIENT SCROLLS OF THE LIBRARY - HOW CAN WE FACE NATURE WITHOUT FIRST FACING OURSELVES?

MEDITATION SEEMS TO HOLD THE KEY TO PERSPECTIVE. IN THE TRANSCENDENTAL STATE ONE IS FREED FROM THE SHACKLES OF MODERN LIVING. THE WHOLE OF THE UNIVERSE RESONATES WITH THEE, AND THOU DOST FEEL FOR ONCE AS IF THOU DOST BELONG TO A GREATER WHOLE. YET ALL TOO SOON THE MEDITATION ENDS, AND THOU DOST RETURN FROM THIS BRIEF GLIMSE OF THE SUBLIME TO THE DAILY NEED FOR SURVIVAL.

IT IS THE TIME FOR ALL TO PUT ASIDE THEIR WARLIKE WAYS AND BEGIN FIGHTING THE EVIL THAT LURKS WITHIN THEMSELVES. IT IS FAR TOO EASY TO SIT AND ESPOUSE THE PATH OF VIRTUE, YET NEVER SET FOOT UPON IT. THE ANCIENT RULE OF TREATING OTHERS AS THOU WOULDST BE TREATED THYSELF TAKES ON NEW MEANING WHEN PUT IN THE CONTEXT OF UNIVERSAL HARMONY. WE MUST BECOME LIVING EXAMPLES OF OUR BELIEFS!

HOW DOES ONE BEGIN TO FIRST WALK ALONG THIS NEW WAY? DO ROAD MARKERS EXIST IF WE BUT OPEN OUR EYES TO SEE THEM?

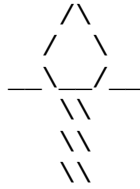
TO BE AT PEACE IN ALL AREAS IS A STATE ONLY ACHIEVED BY AN AVATAR. IS SUCH A STATE ATTAINABLE BY ANY HUMAN, FALLIBLE AS WE ALL ARE? THE TRUE ANSWER CAN ONLY BE FOUND BY THOSE WHO QUEST FORTH IN SEARCH OF IT - FOR WHO CAN SEE THE END OF THE PATH BEFORE BEGINNING THE JOURNEY? YET IT IS ALSO WRITTEN THAT FOR

EACH PERSON THE PATH IS DIFFERENT. PERHAPS THE SEEKER OF WISDOM AND ENLIGHTENMENT SHOULD BEGIN BY VISITING LORD BRITISH, FOR HIS KNOWLEDGE OF THE WAYS OF THE LAND IS GREAT. CONVERSING WITH HIM MAY HELP ONE TO DETERMINE WHERE LIE THE CENTRES OF THE EIGHT VIRTUES OF THE AVATAR.

MANY PHILOSOPHERS HOLD THE OPINION THAT THE PATH IS IN REALITY BUT A SERIES OF SEPARATE SMALL PATHS. EACH MINOR PATH LEADS TO THE FULFILLMENT OF AN ASPECT OF OURSELVES. TREADING ONE OF THESE MINOR PATHS MAY BE CONSTRUED AS A LIFE'S GOAL, AND MANY PEOPLE HAVE DEBATED WHICH IS THE MOST ADVANTAGEOUS TO FOLLOW.

YET IS NOT THE WHOLE MUCH GREATER THAN THE SUM OF ITS PARTS? TAKE UP THE CHALLENGE AND TREAD NOT ONE BUT ALL OF THE MINOR PATHS IN THY SEARCH FOR ENLIGHTENMENT AND PERFECTION. PERHAPS ONLY THEN WILL THOU FIND THE BEGINNINGS

OF THE GREAT PATH. THE QUEST OF THE AVATAR AWAITS. IT IS NOT THY HERITAGE THAT  
THOU DOES SEEK, 'TIS THY DESTINY!



END OF HISTORY OF BRITANNIA.

---

THE BOOK OF MYSTIC WISDOM: PARTS 1 & 2

---

AS TOLD BY PHILPOP THE WEARY,  
MAGICIAN TO THE COURT OF HIS MOST  
SOVEREIGN LORD BRITISH.

KNOW YE, O SEEKER OF THE MYSTIC WISDOMS, THAT THE WAYS OF MAGIC ARE  
DIVERSE AND STRANGE. THERE EXISTS THE NEED FOR UTMOST CONCENTRATION AND THE  
HARVESTING OF THINGS MAGICAL IN ORDER THAT YE MAY HARNESS THE POWERS OF THE  
UNIVERSE. MANY ARE THE AEONS OF WISDOM CONTAINED IN THESE PAGES WHICH I WRITE  
FOR THE BENEFIT OF MY PUPILS, YET STILL THERE IS MUCH TO LEARN.

ALL MAGIC IS ACCOMPLISHED BY THE USE OF MEANS BOTH HUMAN AND OF NATURE, FOR  
TRUE MAGIC IS BUT THE MELDING OF HUMAN WILL AND NATURAL FORCE. WITHOUT THE  
HUMAN VOICE TO UTTER THE CHANT, NO SPELL MAY BE CAST. YET WITHOUT THE PROPER  
NATURAL CATALYST, NO SPELL MAY BE EFFECTIVE. THUS MAGIC IS TWOFOLD, A BALANCE  
STRUCK BETWEEN NATURE AND HUMANITY. LET US EXAMINE BOTH ASPECTS HERE, BEGINING  
WITH THOSE NATURAL SUBSTANCES, KNOWN AS REAGENTS, THAT LEND POWER TO THE WORDS  
OF THE SPELLCASTER.

---

SULPHURUS ASH: SULPHUS IS THE SUBSTANCE FOUND IN NATURE THAT MOST USEFUL IN  
THE GENERATION OF FIRE. IT IS THE COLOR OF SAFFRON AND, WHEN BURNED, GIVES OFF  
AN ODOR INDICATIVE OF ITS GREAT MYSTIC STRENGTH. YET ITS TRUE POWER IS TO BE  
FOUND IN THE SECOND BURNING - THAT IS, IN THE USE OF THE ASHEN RESIDUE OF  
SULPHUR THAT HAS BEEN BURNED IN A CRUCIBLE FASHION FROM THE SKULL OF A BALRON.  
SULPHUROUS ASH IS NOT AN UNCOMMON SUBSTANCE, HAVING BEEN A STAPLE OF THE  
WIZARD'S PROFESSION THROUGH THE AGES. IT MAY BE PURCHASED FROM ANY REPUTABLE  
PURVEYOR OF MAGICAL GOODS AND IS USEFUL IN THE CASTING OF ENERGY FIELDS AND  
MAGIC MISSLES, AS WELL AS IN SPELLS REQUIRING A QUICK BURST OF LIGHT OR A  
SUSTAINED GLOW.

GINSENG: LONG PRAISED FOR ITS STRENGTH-GIVING AND MEDICINAL PROPERTIES, THE  
ROOT OF THE GINSENG PLANT IS IMMEDIATELY RECOGNIZABLE FOR ITS FORKED SHAPE, AND  
TO THOSE INITIATED IN THE MYSTIC WAYS, BY ITS OVERPOWERING ROSE-COLOURED AURA.  
IT HAS BEEN USED FOR CENTURIES BY PEASANTS WHO CHEW IT OR BREW TEA FROM A  
POWDERED PREPARATION OF THE ROOT IN ORDER TO GAIN STRENGTH AND STAMINA AS THEY  
TOIL IN THE FIELDS. WHILE COMMONLY FOUND THROUGHOUT BRITIANNIA, THE GINSENG

USED AS A COMPONENT IN THE CASTING OF SPELLS IS GENERALLY BLACK IN COLOUR AND FOUND ONLY ON THE SLOPES OF THE NORTHERN MOUNTAINS. IT MAY BE PURCHASED IN VIRTUALLY ANY SHOP THAT SELLS MAGICAL GOODS, AND IS MOST USEFUL IN SPELLS OF A HEALING OR NARCOTIC NATURE, SUCH AS CURE OR SLEEP ENCHANTMENTS.

**GARLIC:** EVEN THE MOST COMMON OF NATURE'S GIFTS TO OUR PEOPLE HAVE MAGICAL PROPERTIES AS CAN BE WITNESSED BY THE POWER OF GARLIC. THIS PUNGENT BULB IS FOUND IN EVERY GARDEN IN THE LANDS OF BRITANNIA, AND NO STEW OR ROAST WOULD BE COMPLETE WITHOUT ITS SHARP FLAVOR. ITS AROMATIC NATURE MAKES GARLIC A POWERFUL REAGENT IN THE CASTING OF MAGICAL SPELLS, AND IT IS USED IN ALL SPELLS OF THE WARDING VARIETY - BE THEY THE WARDING OFF OF COMMON AND MAGICAL SICKNESS OR THE REPELLING OF BEINGS ONCE DEAD.

**SPIDER SILK:** THE MIRACLE OF SPIDER SILK LIES IN ITS TENSILE STRENGTH. IMAGINE, IF YOU WILL, A GROWN MAN RELYING ON A STRAND OF CATGUT TO HOLD HIS WEIGHT ALL THE DAYS OF HIS LIFE. A SPIDER RELIES ON THE FINEST OF THREADS TO DO JUST THAT, AND ITS SILK NEVER FAILS IT. WE SHOULD PRAISE THE FIRST WIZARDLING WHO REALIZED THE MYSTIC SECRET OF SPIDER SILK, FOR IT IS TO HIM OR HER THAT WE OWE THE KNOWLEDGE OF BINDING AND RESTRAINING SPELLS. THE SILK OF THE DEADLY ALBINO GHOUL SPIDER - BOTH THE MIMICATURE AND GIANT VARIETIES - HAS BEEN USED BY ADEPTS THROUGH THE YEARS IN RITES OF MAGIC. THE SPIDER FARMS OF THE SOUTH PRODUCE PERHAPS A HUNDRED POUNDS OF THE SUBSTANCE EACH YEAR AND SELL IT TO THE MERCHANTS OF MAGIC, WHERE IT IS MADE AVAILABLE TO ALL WHO PLY OUR TRADE. IT IS SAID THAT EACH YEAR ONE WORKER DIES THE HORRIBLE DEATH INCURRED BY THE BITE OF THE ALBINO GHOUL SPIDER TO ENSURE THE POTENCY OF THE SILK, ALTHOUGH NEVER HAS THIS DELIBERATELY BEEN MADE TO HAPPEN.

**BLOOD MOSS:** IS THE BANE OF FARMERS AND THE BOON OF MAGICIANS. IT IS A KEEP RED FUNGUS THAT ATTACKS THE CROPS OF THOSE WHO RAISE GRAIN, YET IT IS A VITAL COMPONENT IN THE CASTING OF SPELLS. AN ODDITY TO THOSE WHO SPEND THEIR LIVES OBSERVING THE GROWTH OF THAT WHICH IS NOT ANIMAL IN NATURE - BLOOD MOSS GROWS ONLY IN THE DRIEST OF TIMES, WHEN ALL AROUND IT IS PERISHING FROM DROUGHT. IT CANNOT SURVIVE THE ABSENCE OF DIRECT SUNLIGHT, AND THUS PASSES FROM THE EARTH EACH NIGHT, ONLY TO RETURN WHEN THE SUN BLAZES MERCILESSLY UPON THE LAND.

**BLOOD**

MOSS SEEMS TO FEED ONLY IN RIPENING GRAIN - IT CAN LAY WASTE TO AN ACRE OF CORN IN SINGLE DAY AND VANISH WITHOUT A TRACE AS NIGHT FALLS, LEAVING NAUGHT BUT FRUITLESS STALKS SWAYING IN THE COOL, NIGHT BREEZE. THE MAGIC OF BLOOD MOSS IS THOUGHT TO RESIDE IN ITS FLEETING NATURE, FOR IT IS USED IN THE SPELLS OF MOVEMENT - FROM THE SIMPLEST LEVITATION TO MAKING THE VERY EARTH TREMBLE. AS HARVEST TIME COMES EACH YEAR, THE MERCHANTS SEND RUNNERS TO WAIT BY THE FIELDS AND GATHER THE BLOOD MOSS. FARMERS CONSIDER THESE RUNNERS UNLUCKY AND TRY TO CHASE THEM FROM THEIR FIELDS, BUT ENOUGH SHOW PERSISTENCE TO ENSURE THEIR MASTERS A PLENTIFUL SUPPLY BLOOD MOSS TO SELL.

**BLACK PEARL:** THE BLACK PEARL IS THE MOST HIGHLY PRIZED OF ALL THE PEARLS: WELL-FORMED ONES COMMAND A PRICE FROM JEWELLERS THAT WOULD BANKRUPT A SCORE OF WIZARDS. YET BLACK PEARLS ARE VITAL IN THE CASTING OF SPELLS THAT ARE HURLED FROM THE MAGE'S PERSON AND MUST TRAVEL TO A FINAL DESTINATION. FORTUNATELY FOR OUR PROFESSION, EVEN RARER THAN A NORMAL BLACK PEARL IS ONE THAT IS PERFECTLY SHAPED. MOST ARE LOPSIDED AND LACK SYMMETRY - THE VERY QUALITY THAT MAKES THE JEWELLER DESIRE THEM SO HIGHLY. THIS ENSURES A READY SUPPLY FOR THE THAUMATURGE

- THE WEAVER OF MAGIC. IT IS SAID THAT, UNLIKE THE ORDINARY PEARL WHICH IS FORMED INSIDE AN OYSTER WHEN IT SEEKS TO PROTECT ITSELF FROM A PIECE OF SAND OR GRIT, THE BLACK PEARL ONLY FORMS WHEN THE SEED OF THE GREAT PEARL IS YET

ANOTHER

PEARL OF MUCH SMALLER SIZE CAST ADRIFT BY THE DEATH OF ANOTHER OYSTER.

NIGHTSHADE: NOT TO BE CONFUSED WITH THE RANK-SMELLING PLANT OF THE SAME NAME, THE MUSHROOM THAT IS ONLY FOUND IN THE DEEPEST, MOST REMOTE FORESTS. IT IS SAID TO BE QUITE VENOMOUS TO THE TOUCH OF ALL SAVE THOSE PRESENT AT ITS HARVEST, THUS IT IS NEVER SOLD IN SHOPS AND IS AMONG THE SCAREST OF MAGICAL REAGENTS. TO OBTAIN IT, ONE MUST SEEK IN THE DEEPEST FOREST ON THE BLACKEST OF NIGHTS WHEN NOT EVEN A MOONBEAM ILLUMINATES A SINGLE BLADE OF GRASS. I KNOW NOT

OF THE PRECISE LOCATIONS WHERE THIS MYSTIC FUNGUS CAN BE FOUND, BUT THERE ARE RUMORED TO BE THOSE IN THE LANDS OF BRITANNIA THAT KNOW THIS SECRET. ITS CHIEF MAGICAL PROPERTIES ARE CONNECTED WITH THE USE OF POISON AND THE CREATION OF ILLUSIONS SO REAL THAT THEY CAN LAY THE MIGHTIEST WARRIOR TO THE GROUND. SO RARE IS THE NIGHTSHADE THAT IT IS PRIMARILY USED IN THE CREATION OF ONLY THE MOST POTENT OF MAGICS.

MANDRAKE ROOT: THE ROOT OF THE POISONOUS MANDRAKE PLANT IS INSTANTLY RECOGNIZABLE BY ITS HUMAHN SHAPE AND ITS CRIMSON COLOUR. IT IS SAID THAT THE SAP RUNS BLOOD-RED WHEN THE PLANT IS CUT DOWN IN ORDER TO HARVEST THE ROOT. LONG PRIZED FOR ITS NARCOTIC AND PURGING EFFECTS WHEN CONSUMED IN MINUTE PORTIONS, THE MANDRAKE ROOT IS THE MOST POWERFUL KNOWN SUBSTANCE IN THE WEAVING

OF MAGICAL SPELLS THAT GIVE NEW SHAPE TO THE VERY WORLD AROUND US. THE VARIETY OF MANDRAKE ROOT USED IN THE MYSTIC ARTS IS FOUND ONLY IN THE MARSHY TERRAIN, WHERE THE ROOT CAN THRUST DEEPLY INTO THE EARTH. THE MORE EARTH THAT MUST BE MOVED TO RETRIEVE THE MANDRAKE ROOT, THE MORE POTENT ITS EFFECT IN THE MAGIC OF THE FINDER. MANY YEARS AGO, WHEN OUR PEOPLE WERE BUT SCATTERED TRIBES OF NOMADS, THE MANDRAKE WAS PLENTIFUL. AS OUR PEOPLE HAVE TAMED THE LAND, HOWEVER,

AND THE PRACTICE OF THE MYSTIC ARTS HAS BECOME REFINED, THE MANDRAKE HAS ALL BUT

VANISHED FROM THE FACE OF THE LAND WE NOW CALL BRITANNIA. IT IS NEVER SEEN IN THE SHOPS OF THE TOWNS AND CASTLES, AND HARDLY EVEN SOLD PRIVATELY IF FOUND. MANY OF OUR PROFESSION HAVE DEVOTED LIFETIMES TO THE SEARCH FOR MANDRAKE ROOT WITHOUT EVER COMING INTO POSSESSION OF A SINGLE PIECE OF IT.

THESE THEN ARE THE EIGHT MYSTIC REAGENTS USED IN THE WEAVING OF ENCHAMENTS.

SOME ARE READILY AVAILABLE, WHILE OTHERS ARE COSTLY OR MUST BE HUNTED AND HARVESTED BY THE MAGE THAT INTENDS TO USE THEM. GUARD YOUR SUPPLY OF THESE

MAGICAL COMPONENTS, FOR WITHOUT THEM THERE CAN BE NO MAGIC. USE THEM WISELY, AS

YE MUST USE THE FORCES THAT THEY UNLEASH. REMEMBER THAT MAGIC IS TO BE USED ONLY FOR THE CAUSE OF RIGHTEOUSNESS AND FOR THE GREATER GOOD. SHOULD YOU USE THE MYSTICAL ARTS FOR PERSONAL GAIN OF VENGEANCE, BE PREPARED FOR THE DESERTION OF YOUR POWERS.

---

## SPELLS

---

AWAKEN: SHOULD YOU OR ANY OF YOUR FOLLOWERS EVER BE SO UNFORTUNATE AS TO COME UNDER THE INFLUENCE OF A MAGICALLY INDUCED SLUMBER, THE USE OF A SPELL OF



AWAKENING WILL OFTEN ALLEVIATE THE CONDITION. IT IS A SIMPLE SPELL WHICH MAY BE CAST BY THE BEGINNING STUDENT OF THE MYSTIC ARTS WITH LITTLE EFFORT OR COST. IT REQUIRES THE USE OF GINSENG FOR ITS HEALING QUALITIES AND GARLIC IN ORDER TO WARD OFF THE COMING OF SLEEP UNTIL THE VICTIM'S BODY HAS RETURNED TO ITS NORMAL CYCLE OF WAKEFULNESS AND REST. BLEND THE TWO REAGENTS CAREFULLY AND APPLY THE MIXTURE TO THE BROW OF YOUR SLEEPING COMPANION AND CHANT 'LEVATE' LOUDLY.

BLINK: MANY ARE THE OCCASIONS THAT THE THAUMATURGE NEEDS TO BE ELSEWHERE IN VERY SHORT ORDER AND FINDS THAT NEITHER HORSE NOR SHIP NOR ANY OTHER CONVENTIONAL FORM OF TRAVEL IS OF SUFFICIENT PROMPTNESS FOR THE SITUATION. MAGICAL MEANS OF TRAVEL MUST THEN BE USED, OF WHICH THE BLINK SPELL IS THE MOST COMMON. THIS SPELL DISASSEMBLES THE MAGE AND COMPANIONS AND REASSEMBLES THEM AT

A SPOT MANY LEAGUES DISTANT IN ANY CHOSEN DIRECTION. THERE ARE MEANS OF TRAVEL THAT COVER FAR GREATER DISTANCES THAN THE BLINK, BUT THEY ARE FAR MORE COSTLY AND HAVE OTHER LIMITATIONS WHICH WE SHALL EXAMINE LATER IN THIS TOME. THE BLINK

CAN ONLY MOVE THE PARTY DISTANCES PERCEPTIBLE TO THE MIND OF A COMMON PERSON.

THE COMPONENTS NEEDED FOR THE CASTING OF A BLINK SPELL ARE SPIDER SILK AND BLOOD MOSS. THE BINDING POWERS OF THE SPIDER SILK PREVENT THE ESSENCE OF THE TRAVELLERS FROM BEING SCATTERED DURING TRANSIT, WHILE THE BLOOD MOSS AIDS IN THE

MOVEMENT FROM ONE LOCATION TO THE NEXT. EQUAL QUANTITIES OF EACH REAGENT ENSURE

THE PROPER WORKING OF THE ENCHANTMENT. THE CONCENTRATION REQUIRED FOR BLINKING IS SUCH THAT THE SPELLCASTER WILL MOST CERTAINLY FEEL THE EFFECTS, BUT NOT BE LEFT EXHAUSTED.

CURE: VENOMOUS CREATURES ABOUND THROUGHOUT THE LANDS OF BRITANNIA. RARELY ARE THEY EVIL, NATURE HAVING PROVIDED THEM WITH THEIR STING AS A MEANS OF DEFENSE AGAINST LARGER PREDATORS, BUT WITHOUT PROPER ATTENTION WOUNDS CAN FESTER

AND LEAD TO THE DEATH OF A VICTIM. FURTHERMORE, EVIL MAGES MAY CAST NOXIOUS, POISONOUS ENERGY FIELDS DURING BATTLE OF ERECT SUCH BARRIERS TO PREVENT THE VIRTUOUS FROM REACHING THEIR CACHES OR SANCTUARIES. FORTUNATELY, THE GREAT WIZARD JAANTH NOR DEvised A COUNTERING MAGIC FOR THE EFFECTS OF ALL VENOM AND RECORDED HIS FINDINGS FOR FUTURE GENERATIONS TO USE. THE CURE SPELL IS EFFECTED

BY THE USE OF A MIXTURE OF GARLIC AND GINSENG AND THE CALLING OF THE VICTIM'S NAME TO SOOTH THE ENVENOMED SOUL. THE CURATIVE POWERS OF THE GINSENG NULLIFY THE EFFECTS OF THE POISON IN THE VICTIM'S SYSTEM, WHILE THE USE OF GARLIC WARDS

OFF THE RETURN OF ANY VIRULENT RESIDUES THAT MAY LIE DORMANT IN THE BLOOD.

DISPEL: ONE OF THE STAPLES OF THE WIZARD'S PROFESSION IS THE USE OF ENERGY FIELDS. WE SHALL DISCUSS THE CASTING OF SUCH FIELDS SHORTLY, BUT FIRST LET US EXAMINE THE MEANS OF DISMANTLING THEM WHEN THEY ARE ENCOUNTERED. ALTHOUGH THERE

ARE VARIOUS FORMS OF SUCH FIELDS, THEY ARE ALL CREATED WITH A SIMILAR MAGIC AND THUS MAY BE DISPELLED WITH A SINGLE SPELL. THE DISPEL ENCHANTMENT IS ONE OF THE

MODERATE DIFFICULTY, FOR MORE EXHAUSTING THAN THE CREATION OF ENERGY FIELDS. OFTEN TOUCHING THE FIELD MAY PROVE DISASTROUS, SO THE ENCHANTMENT MUST BE CAST FROM AFAR AND THEN REQUIRED THE USE OF THE PRECIOUS BLACK PEARL NEEDED IN ALL PROJECTILE SPELLS. FURTHERMORE, SULPHUROUS ASH IS NEEDED TO PROVIDE THE FLASH OF

POWER THAT BEINGS THE DISSOLUTION OF THE FORCES HOLDING THE FIELD TOGETHER. FINALLY, THE WARDING POWERS OF GARLIC ARE ALSO EMPLOYED TO PREVENT THE FORCES FROM REASSEMBLING AT THE SPOT WHERE THEY WERE PREVIOUSLY CONCENTRATED. TO EFFECT THE SPELL, SPEAK BACKWARDS THE COLOUR OF THE TYPE OF FIELD ENCOUNTERED.

ENERGY FIELD: THERE ARE FOUR TYPES OF ENERGY FIELDS KNOWN TO THE PRACTITIONER OF THE MYSTIC ARTS: SLEEP, POISON, FIRE, AND LIGHTING. THEIR EFFECTS ARE VARIED, BUT THE MAGIC USED TO ERECT THEM IS THE SAME IN EACH INSTANCE. ANY PERSON ATTEMPTING TO PASS THROUGH AN ENERGY FIELD WILL RUN THE RISK OF EITHER FALLING ASLEEP OR BEING POISONED IN THE CASE OF THE FIRST TWO TYPES; IS THE FIELD IS OF FIRE THEN THEIR FLESH SHALL BURN AS THEY PASS THROUGH AN THEY SHALL FEEL MUCH PAIN AND ANGUISH; WHILE THE FIELD COMPOSED OF LIGHTNING IS IMPENETRABLE. THE CASTING OF ENERGY FIELD COMPOSED OF LIGHTING IS IMPENETRABLE. THE CASTING OF ENERGY FIELDS IS NOT DIFFICULT AND REQUIRES ONLY A SMALL EXERTION ON THE PART OF THE SPELLCASTER, BUT THE FIELDS ARE ONLY EFFECTIVE IN ENCLOSED AREAS SUCH AS SUBTERRANEAN PASSAGES AND INSIDE OF ROOMS. THE REAGENTS NECESARY IN THE CASTING OF THESE ENERGY FIELDS ARE SULPHUROUR ASH FOR THE BURST OF CREATION, SPIDER SILK FOR THE BINDING OF FORCES TO A SINGLE SPOT, AND BLACK PEARL FOR THE LAUNCHING OF THE SPELL TO A SPOT AWAY FROM HE WHO WORKS THE MAGIC. IT WOULD BE A GRAVE ERROR INDEED TO CAST SUCH A SPELL WITHOUT THE LATTER COMPONENT, FOR YOU WOULD FIND YOURSELF IN THE MIDST OF THE FIELD!

FIREBALL: WHEN BESET UPON BY EVIL, THE SPELLCASTER HAS MANY OFFENSIVE TOOLS AT HIS OR HER DISPOSAL. WE HAVE DISCUSSED SOME OF THE INDIRECT MAGICS SUCH AS ENERGY FIELDS, BUT THERE ARE TIMES WHEN MORE DIRECT ACTION IS REQUIRED. THERE IS A CLASS OF MISSILE SPELLS FOR SUCH OCCASIONS, OF WHICH THE FIREBALL SPELL IS THE INTERMEDIATE ONE. ALL SUCH SPELLS CALL FOR THE USE OF THE PRECIOUS BLACK PEARL FOR ITS POWER IN THE LAUNCHING OF PROJECTILES. IN THE CASE OF THE FIREBALL, SULPHUROUS ASH IS ALSO CALLED FOR IN EQUAL PROPORTION FOR ITS POWERS OF FIREFLASH ARE INTEGRAL TO THE CREATION OF FLAMING MISSILES. SPEAK THE NAME OF YOUR ENEMY WHEN THE SPELL IS CAST AND YOUR AIM SHALL BE UNERRING AND YOUR ENEMY WILL BE DEVASTATED BY THE FLAMES OF THE MAGICAL FIRE.

GATE TRAVEL: IN THE REPERTOIRE OF TELEPORTATION ENCHANTMENTS, GATE TRAVEL IS BY FAR THE MOST POWERFUL. THIS IS BECAUSE IT NOT ONLY UTILIZES THE REAGENTS AND CHANTS OF MOST MAGICS, BUT ALSO THE POWER OF THE GATES OF THE MOONS THAT CONTROL THE VERY OCEANS AND TIDES. THE MOONGATES ARE LOCATED THROUGHOUT BRITANNIA, AND APEAR ONLY AT CERTAIN PHASES OF THE TWIN MOONS TRAMMEL AND FULUCCA. TO CAST THE SPELL OF GATE TRAVEL, ONE MUST SPEAK THE NAME OF THE MOONS AS THE REAGENTS ARE STIRRED. AS THE ENCHANTMENT TAKES EFFECT, THE SPELLCASTER AND ANY COMPANIOUS WILL BE INSTANTLY CARRIED TO THE LOCATION OF THE DESIRED MOONGATE.

IT HAS BEEN A LONG-STANDING TRADITION AMONT THE PRACTITIONERS OF THE MYSTIC ARTS TO ZEALOUSLY GUARD THE SECRET OF THE COMPONENTS TO THE GATE TRAVEL SPELL. IT IS SAID THAT REVEALING THESE REAGENTS WILL SEAL THE SUE OF THE GATES TO THE ONE WHO DIVULGED THE KEY. OF COURSE, NONE HAVE DARED TO SPEAK OF THEM FOR FEAR OF LOSING ONE OF THE MOST POWERFUL AND EXHAUSTING SPELLS IN THE LORE OF ENCHANTMENT. THIS WRITER IS NO EXCEPTION TO THIS BELIEF.

HEAL: ONE OF THE CORNERSTONES OF THE GOOD AND TRUE PATH OF THE WIZARD IS THE

USE OF ENCHANTMENT FOR BENEFICIAL ENDS. WE HAVE DISCUSSED THE CURE SPELL WHICH

RENDERS VENOM AS HARMLESS AS THE PUREST OF WELL WATER, BUT THE MOST COMMON FORM OF INJURY IS THE PHYSICAL WOUND RATHER THAN THE INTERNAL DISRUPTION BROUGHT ON BY POISON. SWORDS AND TALONS DO NOT DISCRIMINATE AND THE TOOLS OF JUSTICE ARE OFTEN USED FOR UNJUST PURPOSES. WHEN YOU OR YOUR COMPANIONS HAVE SUFFERED PHYSICAL INJURY THAT HATH RENT OR SEARED THE FLESH, THE HEAL SPELL IS INVALUABLE. MIX SIMILAR QUANTITIES OF THE HEALING ESSENCE OF GINSENG WITH INTEGRATING STRENGTH OF SPIDER SILK AND APPLY IT TO THE WOUND. SPEAK THE NAME OF THE VICTIM AND THE FLESH WILL BE HASTENED ALONG THE ROAD TO WHOLENESS.

ICEBALL: ONCE AGAIN, THE INVALUABLE BLACK PEARL IS THE KEY TO THE CASTING OF

THE MISSILE SPELLS, OF WHICH THE ICEBALL IS THE SECOND MOST POTENT IN THE MAGE'S

ARSENAL. UNLIKE THE PREVIOUSLY DISCUSSED FIREBALL SPELL, THE ICEBALL REQUIRES ONLY THE USE OF MANDRAKE ROOT IN CONJUNCTION WITH THE BLACK PEARL. THE NECROMANTIC MANDRAKE WILL BRING THE CHILL OF THE GRAVE UPON YOUR ENEMY AND THE VERY BLOOD OF THE VICTIM WILL FREEZE AS IF IT WERE MIDWINTER. ICE IS HEAVY AND THE TOLL OF CASTING THIS SPELL IS EQUALLY WEIGHTY. ALL BUT THE STURDIEST OF OUR

PROFESSION WILL NEEDS TAKE REST AFTER CASTING BUT A PAIR OF THESE POTENT ENCHANTMENTS. REMEMBER TO SPEAK THE NAME OF YOUR INTENDED VICTIM AS YOU CAST THE REAGENTS ALOFT, LEST YOUR EFFORTS BE FOR NAUGHT.

JINX: THERE ARE BUT TWO ENCHANTMENTS MORE POWER AND DIFFICULT THAN THE JINX SPELL, AND BUT ONE OF SIMILAR POTENCY. WHEN FACED WITH A CLOSELY PACKED HORDE OF ENEMIES, MIX TOGETHER EQUAL QUANTITIES OF BLACK PEARL, DEADLY NIGHTSHADE, AND

THE CRIMSON MANDRAKE ROOT TO CAST AT YOUR OPPONENTS. CALL TO THEIR ATTENTION THE VULNERABILITY OF THEIR BACKS AND WEAVE THE MAGIC. THEY SHALL TURN AND SMITE

EACH OTHER AS IF EACH WAS ALONE IN A CROWN OF MORTAL FOES. THE BLACK PEARL SHALL CARRY YOUR SPELL TO THEIR VERY MIST, WHILE THE HALLUCINATORY MIGHT OF THE NIGHTSHADE WILL CONFOUND THEM BEYOND THE BOUNDARIES OF COMMON SENSE. MANDRAKE ROOT LENDS THE POWER OF CONVICTION TO THEIR MISCONCEPTIONS. THE DURATION OF THE

ENCHANTMENT IS VARIED, BUT THROUGHOUT ITS COURSE THE SPELLCASTER WILL BE REMINDED OF ITS POTENCY BY THE PRESENCE OF A GLOWING "J". BE WARNED, HOWEVER, THAT THE CASTING OF THE JINX SPELL REQUIRES GREAT EXERTION.

KILL: THE KILL SPELL IS THE MOST POWERFUL OF THE MISSILE ENCHANTMENTS. IT IS THE FAVORITE OF EVIL WIZARDS AND ITS USE IS PROHIBITED BY MOST TEACHERS OF THE MYSTIC ARTS. NEVERTHELESS, WHEN FACED WITH A FOE OF SINGULAR STRENGTH AND A

TRULY EVIL NATURE, THE WISE MAGICIAN WILL PREPARE A MIXTURE OF THE HIGHLY TOXIC NIGHTSHADE AND THE MERCURIAL BLACK PEARL AND SPEAK THE TRUENAME OF THE ENEMY WHILE CASTING THE REAGENTS TOWARD THE FOE. AS THE LAST SYLLABLE OF THE CHANT FADES, ALL OF THE TARGET'S VITAL ORGANS SHALL CEASE TO FUNCTION FOR THE SPACE OF

SEVEN HEARTBEATS. THIS IS USUALLY FATAL, ALTHOUGH SOME BEINGS OF EXCEPTIONALLY HARDY CONSTITUTION WILL SURVIVE A SINGLE KILL SPELL. THE ENCHANTMENT MAY BE WOVEN SEVERAL TIMES, BUT TAKES A FIERCE TOLL ON THE ENERGY AND CONCENTRATION OF THE CASTER. IT IS EASIER TO DISPEL A FIELD OF VIBRANT ENERGY THAN IT IS TO STOP

THE FUNCTIONING OF A LIVING BEING.

LIGHT: THE ENCHANTMENT OF LIGHT IS A TRIVIAL ONE, OFTEN THE VERY FIRST SPELL

AQUIRED BY THE BUDDING SORCEROR. IT REQUIRES BUT A PINCH OF SULPHUROUS ASH, WHICH IS APPLIED TO THE END OF A STAFF AND GENTLY BLOWN UPON UNTIL IT BEGINS TO

GLOW WITH A SOFT YELLOW LIGHT. THE SPELLCASTER MUST CONCENTRATE BRIEFLY ON THE IMAGE OF A CANDLE AND EXPEND A SLIGHT AMOUNT OF ENERGY TO START THE MAGICAL GLOW. FROM THEN ON IT WILL BURN SOFTLY UNTIL, THE REAGENT IS CONSUMED, LIGHTING

THE UNDERGROUND PASSAGES WHERE THE THAUMATURGE TREADS. THERE ARE TWO PRINCIPAL ADVANTAGES TO THE USE OF LIGHT SPELLS IN PLACE OF ORDINARY TORCHES: THEY ARE UNAFFECTED BY ALL BUT MAGICAL WINDS OR BREEZES; AND THEY DO NOT SMOKE AND CAUSE ONE'S EYES TO SMART. MANY A WARRIOR HAS SUFFERED GRIEVOUSLY BECAUSE HIS EYES WERE SHUT BY THE STING OF A WEALTH OF TEARS.

MAGIC MISSILE: THERE ARE GENERALLY VERY FEW IF ANY SPELLS THAT ARE LEARNED EARLY IN THE PRACTICE OF WIZARDRY WHICH ARE BOTH USEFUL AND EAGERLY SOUGHT AFTER

BY THOSE DABBING IN THE MYSTIC ARTS. THE BEGINNING THAUMATURGE ALMOST ALWAYS YEARNS FOR SPELLS THAT DEVASTATE OR CREATE STARTLING EFFECTS. THE WEAVING OF WEATHER OR THE MASTERY OF SHORT VERTICAL TELEPORTATIONS DO NOT IMPRESS ONLOOKERS. THE ONE SIMPLE SPELL THAT DOES TRULY INSPIRE AWE AT LITTLE EXPENSE TO

THE SPELLCASTER IS THE MAGIC MISSILE. IT REQUIRES THE USE OF TWO PARTS OF SULPHUROUS ASH TO ONE PART OF BLACK PEARL IN THE CASTING, AND IT WILL CAUSE A TREMENDOUSLY BRIGHT FLASH OF BLUE LIGHT TO STRIKE AN ENEMY. WHILE NOT VISIBLY MARKED, THE ENEMY WILL SUSTAIN A FAIR AMOUNT OF INTERNAL DAMAGE, SAID BY THE CYNICAL TO BE BROUGHT ABOUT BY FRIGHT MORE THAN BY POWER. THE MAGIC MISSILE IS A

USEFUL ENCHANTMENT IN BATTLE, BUT IT IS MORE SPECTACULAR THAN EFFECTIVE AND WILL NOT DETER MOST ENEMIES LARGER THAN THE SPELLCASTER WHO WIELDS IT.

NEGATE: WHEN FACED WITH A GREATER OR MORE TELLING MAGIC THAN ONE'S OWN, THE PRACTITIONER OF THE MYSTIC ARTS MAY DECIDE IT BEST FOR ALL INVOLVED TO SUSPEND EVERYONE'S USE OF THAUMATURGY FOR A SHORT TIME. AT THIS TIME ONE SHOULD INVOKE THE POWERS OF THE NEGATE SPELL BY MIXING GARLIC WITH ITS WARDING CHARACTERISTICS

TOGETHER WITH THE EXOTIC MANDRAKE RIPE WITH MYSTIC POTENCY. TO THIS BLEND ADD BUT AN EQUAL AMOUNT OF SULPHUROUS ASH TO PROVIDE THE SPARK OF FISSION AND SPEAK YOUR OWN NAME BACKWARDS. ALL MAGIC SHALL INSTANTLY CEASE SAVE THE ENCHANTMENT OF NEGATION ITSELF WHICH IS MANIFESTED BY THE VISION OF A GLOWING 'N' HOVERING BEFORE YOUR EYES. THE NEGATE SPELL WILL LAST ONLY A BRIEF TIME, WHICH SHOULD BE USED FOR EITHER THE ANNIHILATION OF YOUR ENEMIES OR FOR THE JUDICIOUS REMOVAL OF YOUR PRESENCE FROM THE TROUBLED SPOT.

OPEN: THERE WAS ONCE A TIME WHEN ALL BEINGS WERE FAIR AND JUST. THE PRINCIPAL VESSEL USED FOR THE TRANSPORT OF ONE'S WORLDLY POSSESSIONS IN THESE TIMES WAS THE WOODEN CHEST, WHICH IS STILL THE POPULAR MEANS. BUT SINCE THE COMING OF THE EVIL ONES AND THEIR LASTING INFLUENCE ON THE INHABITANTS OF OUR FAIR LAND, THE PRACTICE OF PLACING OBNOXIOUS AND SOMETIMES LETHAL TRAPS ON THE LOCKS OF CHESTS HAS BECOME QUITE COMMONPLACE. VIRTUALLY ALL NOW USE SUCH DEVICES, EVEN THE DENIZENS OF THE UNDERWORLD WHO GUARD NAUGHT BUT ILL-GOTTEN WEALTH. TO BYPASS THESE SISISTER MECHANISMS THE THAUMATURGE NEED BUT UTTER THE CHANT "APPAR UNEM" AND SPRINKLE A MIX OF SULPHUROUS ASH AND BLOOD MOSS ON THE OFFENDING LOCK. THE FLASH OF THE SULPHUROUS ASH POWERS THE MOVEMENT POTENTIAL OF THE BLOOD MOSS AND THE LOCK WILL OPEN ITSELF SAFELY, LEAVING THE CONTENTS OF THE CHEST AT THE DISPOSAL OF THE SPELLCASTER.

PROTECTION: THERE ARE TIMES DURING THE HEAT OF BATTLE WHEN ONE FINDS THE BEST FORM OF OFFENSE TO BE NAUGHT BUT A GOOD DEFENSE. WHEN HARD-PRESSED BY FIERCE ANTAGONISTS, THE WISE MAGICIAN WILL MIX TOGETHER THE REAGENTS SULPHUROUS ASH, GINSENG, AND GARLIC AND INVOKE THE SPELL OF PROTECTION. THE WHOLESOME QUALITIES OF THE GINSENG, TOGETHER WITH THE REPELLENT STRENGTH OF THE GARLIC, SERVE TO SHIELD THE WIZARD AND ALL COMPANIONS FROM THE ONSLAUGHT OF THEIR ENEMIES. SUCH PROTECTION IS NOT ALWAYS EFFECTIVE, BUT MAY BE OF GREAT USE. SULPHUROUS ASH PROVIDES THE MYSTIC FIRE THAT FUELS THE INCANTATION, AND ALSO SERVES TO STARTLE ONE'S OPPONENTS WITH AN INITIAL FLASH AS THE SPELL BEGINS TO FUNCTION. PROTECTION IS NOT A SIMPLE SPELL, BUT NEITHER IS IT AN EXCEPTIONALLY STRENUOUS SPELL TO CAST. ITS DURATION IS SHORT, AND DURING THE COURSE OF ITS SHIELDING THE MAGE WILL BE REMINDED OF ITS EFFECTS BY A GLOWING 'P' HOVERING BEFORE HIS OR HER EYES.

QUICKNESS: THE SPELL QUICKNESS IS ONE OF THE MOST UNPREDICTABLE YET POTENT SPELLS IN THE WIZARD'S COLLECTION OF ENCHANTMENTS, AND ONE OF THE MOST TELLING ON HIS OR HER COMPANIONS. WHEN CAST DURING BATTLE, THE QUICKNESS SPELL WILL HEIGHTEN THE NATURAL DEXTERITY OF ONE'S FELLOWS TO SUCH A DEGREE THAT THEY WILL MOVE TWICE THEIR NORMAL AGILITY - AT TIMES THEY WILL BE ABLE TO LAND TWO BLOWS AGAINST THEIR FOES INSTEAD OF THE CUSTOMARY SINGLE STRIKE DURING A ROUND COMBAT. THE PRICE IS AGE, FOR THE RECIPIENTS OF THE EXTRA SPEED INCURRED BY THE USE OF QUICKNESS WILL AGE BRIEFLY WHILE UNDER THE SWAY OF THE ENCHANTMENT... YET MOST FEEL THAT AN OCCASIONAL GREY HAIR IS BUT A SMALL PRICE TO PAY FOR THE ADVANTAGE OF DEALING TWICE THE NUMBER OF BLOWS THAT ONE MIGHT RECEIVE. THE REAGENTS FOR THE QUICKNESS SPELL ARE FIERY SULPHUROUS ASH, GINSENG, AND VOLATILE BLOOD MOSS. THE BLOOD MOSS PORTION IS DOUBLE THE OTHERS, FOR MOVEMENT IS THE CRITICAL ASPECT OF THE SPELL. THE SULPHUROUS ASH LENDS THE FLASHES OF ENERGY NEEDED BY THE BENEFICIARIES OF THE ENCHANTMENT, WHILE THE HEALING POWERS OF GINSENG PREVENT THEM FROM AGING SO RAPIDLY AS TO BECOME GREYBEARDS AFTER A SINGLE ENCOUNTER. THROUGHOUT THE COURSE OF THE QUICKNESS SPELL, THE SPELLCASTER WILL BE REMINDED OF ITS EFFECTS BY THE VISION OF A BRIGHT, GLOWING 'Q'.

RESURRECT: MANY ARE THE MONSTERS AND TERRORS THAT DWELL BENEATH THE SURFACE OR IN THE FORESTS AND MARSHES OF BRITANNIA. EVEN GROUPS OF MOST VALIANT AND FIERCE WARRIORS ARE SUBJECT TO LOSSES TOO TRAGIC TO BEAR. IF A COMPANION IS SLAIN BY AN ENEMY, ALL IS NOT LOST IN THE PRESENCE OF THE MOST ACCOMPLISHED OF MAGES. THERE EXISTS THE MEANS TO BRING BACK A COMPANION FROM THE LAND OF THE DEAD - NOT AS A UNHOLY ONCE-DEAD BEING - BUT AS A LIVING, BREATHING CREATURE OF FLESH AND BLOOD RESTORED TO LIFE, ALBEIT IN AN EXTREMELY WEAKENED CONDITION. EACH WIZARD MUST NEEDS DETERMINE THE COMPONENTS OF THIS ENCHANTMENT THAT WORK BEST WITH THEIR OWN MAGIC, FOR THE COMBINATION IS SAID TO BE UNIQUE TO EACH SPELLCASTER. WHAT IS KNOWN ABOUT WEAVING THIS THE MOST POTENT OF ALL

ENCHANTMENTS IS THAT IT REQUIRES THE SPELLCASTER TO SCATTER THE REAGENTS TO COVER THE VICTIM'S BODY WHILE CALLING OUT THE NAME OF THE SLAIN COMPANION IN A VOICE OF THUNDER. THIS MAGIC IS EXTRAORDINARILY TAXING, AND RARE IS THE MAGE WHO CAN CONTINUE TO WEAVE PELLs WITHOUT REST ONCE THIS ENCHANTMENT HAS BEEN SUCCESSFULLY CAST.

SLEEP: THERE ARE MOMENTS IN THE LIVES OF EVERY PRACTITIONER OF THE MYSTIC ARTS WHERE DISCRETION IS TRULY THE BETTER PART OF VALOR. NOT ALL FOES ARE

TRULY

EVIL AND DESERVING OF ANNIHILATION - VERILY, SOME ARE BUT BEASTS OF THE FIELD SEEKING PROVENDER AND ARE ENTITLED TO LIFE AS MUCH AS YOUR OR I. YET, UNCHECKED

THESE CREATURES POSE AS GREAT A THREAT TO ONE AS A SCORE OF RABID ORCS. IT IS IN SUCH SITUATIONS THAT THE WISE THAMATURGE WEAVES A SLEEP SPELL AND LEAVES HIS OPOSITION IN DEEP SLUMBER WHILST VACATING THE CURRENT LOCATION. THE SLEEP SPELL

IS TRULY A SERIOUS ENCHANTMENT THAT REQUIRES A FAIR AMOUNT OF MENTAL ENERGY TO CAST, BUT IT IS NOT OF SUCH IMPORT AS TO LEAVE THE SPELLCASTER BREATHLESS OR EXHAUSTED. TO SEND YOUR FOES TO THE LAND OF SLUMBER, MIX A DOUBLE PORTION OF SPIDER SILK WITH SOME GINSENG AND CHANT "DUERME" AS YOU SPRINKLE THE REAGENTS INTO THE AIR. FEAR NOT THE DISTANCE BETWEEN YOU AND THE INTENDED VICTIMS, FOR THE BINDING POWER OF THE SPIDER SILK WILL ENFOLD THEM FROM AFAR, WHILE THE HEALING GINSENG WILL GENTLY WRAP THEM IN DEEP SLEEP.

TREMOR: THE TREMOR SPELL IS A VERY POTENT MAGIC INDEED. FEW SPELLS ARE AS EXHAUSTING AND NONE SAVE RESURRECTION HAVE A MORE STRKING OR DRAMATIC EFFECT. CAREFULLY BLEND PORTIONS OF SULPHUROUS ASH WITH BLOOD MOSS AND MANDRAKE ROOT AND

CAST IT AT THE FEET OF YOUR OPOONENTS WHILST SHOUTING AS LOUDLY AS POSSIB LE. THE VOLATILE SULPHUROUS ASH SHALL FURNISH THE FLASH OF POWER TO THE MOVEMENT

POTENTIAL OF THE BLOOD MOSS AND THE MANDRAKE ROOT WILL LEND RAW NECROMANTIC FORCE TO THE SPELL. THE VERY EARTH WILL TREMBLE AND QUAKE BENEATH THE FEET OF YOUR ENEMIES AND THEY WILL FLY IN TERROR, SAVE THOSE THAT ARE SWALLOWED UP ENTIRELY BY THE VERY GROUND ITSELF. NO SPELL IN THE LORE OF THE MYSTIC ASTS HAS

A MUCH POWER TO STRIKE FEAR INTO THE HEARTS AND MINDS OF THOSE THAT SUFFER ITS MIGHTY IMPACT. BUT USE THIS ENCHANTMENT WISELY, FOR IT WILL LEAVE YOU WEAK AS A NEWBORN BABE.

UNDEAD: EVER SINCE THE COMING OF THE EVIL WIZARD MONDAIN AND HIS HELLISH OFFSPRING, THE LANDS OF BRITANNIA HAVE BEEN PLAGUED BY THE RETURN OF CREATURES ALREADY SLAIN. THESE ONCE-DEAD BEINGS TAKE MANY FORMS, THE MOST COMMON BEING THE ANIMATE SKELETONS OF ORCS AN GOBLINS, OR THE GHOULISH FORMS OF FLESH-EATING CORPSES THAT HAVE BEEN SUMMONED FROM THE LAND OF SHADES TO WREAK HAVOC ON THE LIVING. THESE APPARITIONS ARE COWED BY THE LIGHT OF RIGHTEOUSNESS AND FIGHT AS WARRIORS IN A TRANCE. NONETHELESS, THEY ARE HARD TO KILL AND NEVER TIRE IN BATTLE AND THUS MAY JEOPARDIZE EVEN A SEASONED BAND OF ADVENTURERS. EACH MAGE KNOWS A FORM OF TURNING THEM ASIDE WHEN ENCOUNTERED, BUT THE COMPANIONS OF SUCH MAGICS ARE PERSONAL AND DEPEND ON THE SPELLCASTER. YOU MUST USE YOUR KNOWLEDGE OF THE PROPERTIES OF MAGICAL REAGENTS TO DETERMINE WHICH TWO WILL LEND FORCE TO YOUR ENCHANTMENT OF UNDEAD TURNING. WHEN YOU HAVE FOUND THE PROPER MIXTURE, CAST IT AT YOUR FOES WHILE CHANTING THE NAME OF WHAT ONCE WERE WHEN THEY TROD THE EARTH IN LIFE.

VIEW: THE LANDS THAT WE NOW CALL BRITANNIA IN HONOR OF THOSE WISE AND JUST INFLUENCE OF LORD BRITISH ARE VAST IN SCOPE AND HOLD MANY UNCHARTED REGIONS. ALTHOUGH CARTOGRAPHERS HAVE TRAVELLED ALL THE CIRCUMFERENCES OF THE MAIN CONTINENT, MANY INTERNAL TRACTS HAVE YET TO BE ACCURATELY RECORDED, WHILE THERE ARE NUMEROUS ISLANDS RUMORED TO EXIST TO THE SOUTHEAST WITH NARY A CHART TO SHOW

THEIR LOCATION. HERE THE PRACTITIONER OF THE MYSTIC ARTS HAS A GREAT ADVENTURE OVER THE WANDERER OR SEAFARER IN THAT VIEW SPELL MAY BE WOVEN WHEN THE NEED ARISES. THE VIEW INCANTATION IS OF MIDDLING DIFFICULTY AND INVOLVES THE USE OF

HALLUCINATORY NIGHTSHADE AND POWERFUL MANDRAKE ROOT. MANDRAKE LENDS POWER TO THE ENCHANTMENT WHILE NIGHTSHADE PROVIDES A MYSTIC OVERVIEW OF ALL THE LANDS WITHIN THE RANGE OF A SIMPLE BLINK SPELL. SIMPLY BLEND THE REAGENTS AND SPEAK OUT THE NAME OF THE REGION WHICH YOU TRAVEL.

WIND CHANGE: NOT ALL BRITANNIA IS ACCESSIBLE ON FOOT, AND OFT TIMES THE WIZARD WILL FIND THE NEED TO EMBARK ON A SEA VOYAGE TO REACH SOME CERTAIN DESTINATIONS IN THE PURSUIT OF TRUTH. ONCE ABOARD SHIP, MOST VOYAGERS FIND THEMSELVES AT THE MERCY OF CAPRICIOUS NATURE WITH HER EVER-CHANGING WINDS. THIS IS NOT TRUE FOR THE PRACTITIONER OF THE MYSTIC ARTS, HOWEVER, FOR THOUGH MAGICAL MEANS ONE MAY CONTROL THE VERY DIRECTION OF THE WIND, ALBEIT FOR BUT A SHORT SPAN OF TIME. WIND CHANGE IS NOT A TAXING ENCHANTMENT; INDEED A POWERFUL WIZARD CAN CAST IT ALMOST CONTINUOUSLY, ALTHOUGH IT IS NOT TRIVIAL AS OPENING TRAPPED CHESTS OR EFFECTING MINOR TELEPORTATIONS... SIMPLY MIX SULPHUROUS ASH FOR POWER AND BLOOD MOSS FOR MOVEMENT TO COAX THE WIND TO A MORE FAVORABLE DIRECTION. SPEAK THE NAME OF THE PATRON OF WINDS AND CALL OUT THE DIRECTION DESIRED AND THE WIND SHALL CHANGE AT YOUR BIDDING.

XIT: WHEN TRAPPED IN THE BOWELS OF THE EARTH, WEARY AND BATTERED WITH A LONG ROAD AHEAD TO THE SURFACE, THE USE OF AN XIT (EXIT) SPELL CAN BE BENEFICIAL. THIS ENCHANTMENT IS BUT ONE OF THE MIDDLING FORMS OF TELEPORTATION, QUITE SIMILAR IN COST AND NATURE TO THE BLINK SPELL. IT TOO DISASSEMBLES THE PARTY AND REASSEMBLES IT ON THE SURFACE OF BRITANNIA, AND THUS REQUIRES VERY SIMILAR COMPONENTS TO THE AFOREMENTIONED BLINK ENCHANTMENT. ASIDE FROM THE MOVING BLOOD MOSS AND THE BINDING SPIDER SILK WHICH ENSURES THE SAFE PASSAGE OF THE DISINCORPORATED PARTY, XIT REQUIRES THE USE OF SULPHUROUS ASH TO PROVIDE THE FLARE THAT GUIDES THE PARTY FROM THE DEPTHS OF DARKNESS TO THE WORLD OF SUNLIGHT. WHEN CONFUSING THE XIT SPELL, THE THAUMATURGE SHOULD TRY TO ENVISION THE ACTUAL ENTRANCE TO THE UNDERWORLD USED TO GAIN THE SUBTERRANEAN PASSAGE AT THE BEGINNING OF THE EXPEDITION BELOW GROUND. SUCCESSFUL CASTING OF THE XIT SPELL WILL SURELY RETURN THEM TO THAT SELFSAME SPOT.

Y (UP): THE TWO MOST ELEMENTARY FORMS OF TELEPORTATION BOTH HAVE STRONG NAMES AND MAY BE USED ONLY WHEN UNDERGROUND. THE MORE DIFFICULT OF THE KNOWN BY THE LETTER 'Y' IN HONOR OF THE MAGE YENTHAK GNOR, WHO FIRST CRAFTED THE ENCHANTMENT. YENTHAK GNOR DISCOVERED THAT A BLEND OF BLOOD MOSS AND SPIDER SILK IN CONJUNCTION WITH THE SPOKEN NAMES OF THE MOONS WOULD CAUSE ONE WHO UTTERS IT TO BE LIFTED UPWARD THROUGH THE VERY SOIL TO THE NEXT HIGHEST LEVEL OF A DUNGEON. THE SPIDER SILK HOLDS THE PARTY TOGETHER DURING THEIR TRANSIT, WHILE THE BLOOD MOSS MOVES THEM EVER CLOSER TO THE MOONS.

Z (DOWN): THE 'Z' OR DOWN SPELL IS PERHAPS THE SIMPLEST OF ALL THE TELEPORTATION SPELLS. IT REQUIRES THE SAME COMPONENTS AS THE 'Y' OR UP SPELL - THESE BEING BLOOD MOSS FOR MOVEMENT AND SPIDER SILK FOR ITS BINDINGS QUALITIES - BUT REQUIRES HALF THE MENTAL ENERGY AND CONCENTRATION ON THE PART OF THE SPELLCASTER DUE TO THE NATURAL TENDENCY OF ALL BODIES TO MOVE DOWNWARD. THE ORIGIN OF THE NAME IS UNCERTAIN, BUT IS BELIEVED THAT THE LETTER 'Z' IS THE FIRST LETTER OF UNPRONOUNCEABLE TRUENAME OF THE LORD OF THE UNDERWORLD, A DEMON OF MUCH POWER. TO EFFECT THE SPELL, THE SPELLCASTER MUST SCATTER THE REAGENTS





! !  
! TALKING !  
! ----- !  
! !

! USE KEYWORDS LIKE NAME, JOB, HEALTH AND ANY KEYWORDS THAT THEY !  
! MAY MENTION IN CONVERSATION. !  
! !  
! !  
+-----+

\* SPECIAL NOTE: TALKING WITH THE PEOPLE FOUND IN THE GAME IS ONE OF THE MOST IMPORTANT FEATURES OF ULTIMA IV TO MASTER. IT IS VIRTUALLY IMPOSSIBLE TO SOLVE THY QUESTS WITHOUT TALKING TO VIRTUALLY ALL PEOPLE IN EACH TOWNE. EACH PERSON WITH WHOM THOU DOST TALK IS CAPABLE OF FULL CONVERSATION. THEY CAN BE ASKED ABOUT THEIR "NAME," "JOB," AND "HEALTH." YOU MAY "LOOK" AGAIN AT THEIR VISUAL DESCRIPTION. FROM THIS INFORMATION THOU SHOULDEST BE ABLE TO DISCERN WHAT ELSE THEY MIGHT KNOW, HINTED AT DIRECTLY BY USE OF THE PRECISE WORDS IN THE CONVERSATION. E.G., IF THOU WERE TO ASK DUPRE ABOUT HIS "JOB" AND HE WERE TO RESPOND "I AM HUNTING GREMLINS," THOU MIGHT THINK TO ASK HIM ABOUT "HUNTING" OR "GREMLINS" - ABOUT EITHER OF WHICH HE MIGHT OFFER SOME INSIGHT.

EACH OF THESE PEOPLE MIGHT ASK OF THEE A QUESTION AS WELL; BE SURE TO ANSWER THE QUESTION HONESTLY, FOR DISHONESTY WILL BE REMEMBERED AND NOT REFLECT WELL UPON THEE FOR THE REST OF THE GAME. OFTEN THOU SHALT NOT KNOW WHAT TO ASK A TOWNSPERSON UNTIL THOU HAST BEEN TOLD BY ANOTHER: E.G., IOLO THE BARD MIGHT TELL THEE TO ASK SHAMINO THE RANGER ABOUT SWORDS. EVEN IF THOU HADST MET SHAMINO EARLIER THOU WOULDST HAVE TO SEEK HIM OUT AGAIN IF THOU DOST WISH THAT KNOWLEDGE.

SOME OF THE PEOPLE THAT THOU SHALT MEET MAY BE WILLING TO BECOME THY TRAVELLING COMPANIONS. IF THOU DOST WISH FOR A CHARACTER TO BECOME A PLAYER IN THY PARTY, THOU MUST ASK THEM TO "JOIN" THEE. 'TIS MOST WISE TO STRENGTHEN THY PARTY AS RAPIDLY AS POSSIBLE, UP TO THE SEVEN COMPANIONS THOU SHALT NEED TO COMPLETE THE GAME. WHEN THOU ART THROUGH WITH A CONVERSATION, THEN SPEAK THE WORD "BYE" AS AN ACCEPTED MEANS OF POLITELY ENDING THY CONVERSATION.

BE SURE TO KEEP A JOURNAL OF THY TRAVELS! MANY OF THE CLUES TO SOLVING THE QUESTS OF ULTIMA IV ARE CONTAINED IN THE VARIOUS AND DIVERSE CONVERSATIONS THOU MIGHT HAVE WITH THE VARIOUS TOWNFOLK. IT WOULD BE NEXT TO IMPOSSIBLE TO SOLVE THIS GAME WITHOUT SOME MEANS OF REFERRING BACK TO PRIOR CONVERSATIONS HELD DURING PLAY.

BE SURE TO THOROUGHLY EXPLORE THE CITIES AND TOWNES! MANY OF THE QUESTS WITHIN ULTIMA IV ARE CONTAINED ENTIRELY WITHIN INDIVIDUAL CITIES. 'TIS WISEST TO SPEND A GREAT DEAL OF TIME SEEKING OUT THE ANSWERS THAT LIE HIDDEN IN EACH ONE OF THE VARIOUS TOWNES OF BRITANNIA, BEFORE MOVING ON TO ANOTHER.

---

M A G I C

---

MAGICAL ABILITY IS DIRECTLY RELATED TO THE PROFESSION AND INTELLIGENCE OF THYSELF AND THY TRAVELLING COMPANIONS. MAGICAL STRENGTH IS TWICE THE INTELLIGENCE OF THE SPELLCASTER, WITH POTENTIAL MODIFIED BY PR

OFESSION. THEENCHANTMENT POTENTIAL OF THE VARIOUS PROFESSIONS IS:

MAGE - FULL

DRUID - THREE FOURTHS

BARD - ONE HALF

PALADIN - ONE HALF

RANGER - ONE HALF

TINKER - ONE FOURTH

FIGHTER - NONE

SHEPHERD - NONE

# ULTIMA IV SOLUTION

^^^^^^^^^^^^^^^^^^^^

## Part 1

ULTIMA IV begins very much like an illustrated text adventure, except that there is nothing for you to do but follow passively along until you are seated in the old gypsy's wagon (more about that in a bit). The opening scene is rather unique in that you're supposed to boot up the game and begin before you read the instructions! (Actually you *\*should\** read your player reference card before booting up the game, but the illustrated adventure tells you when to start reading the History of Britannia).

Once you've read the Book and followed the scenes into the gypsy's wagon, you're ready to make your first important decisions of the game: making the choices that the gypsy presents to you as she turns over the cards.

### CREATING A PRINCIPAL CHARACTER

Your answers to the gypsy's questions are not just a mental exercise, and they're not some form of test; instead, they determine the profession that your principal character in the game will have and where on the huge map of Britannia (16 times larger than the Sosaria of ULTIMA III) you will start. Here is where ULTIMA IV makes its first dramatic departure from ULTIMA III. You begin with only one character, not a multi-character party. You can get up to seven other characters to join your party as you journey around Britannia (much more about that later), but at the start you are on your own. Also, all the characters in ULTIMA IV are human; there is no multiplicity of races as in previous ULTIMAs. There are, however, eight different professions, each with its own unique set of attributes as described in the History of Britannia, and this is where your answers to the gypsy's questions are key.

Each card that the gypsy turns over stands for one of the eight virtues of an Avatar. Each question asks you to choose between two of the virtues. The questions are structured so that at the end of the gypsy's questions you will have favored one virtue over all of the others. Each of the eight possible professions is associated with one of the virtues, as is each of the eight principal cities of Britannia. Thus, the virtue that you favor will determine both the profession of your character and the city where you begin the game. The following chart lists the eight virtues, the professions, and the cities associated with them.

| VIRTUE       | PROFESSION | CITY       |
|--------------|------------|------------|
| Honesty      | Mage       | Moonglow   |
| Compassion   | Bard       | Britain    |
| Valor        | Fighter    | Jhelom     |
| Justice      | Druid      | Yew        |
| Sacrifice    | Tinker     | Minoc      |
| Honor        | Paladin    | Trinsic    |
| Spirituality | Ranger     | Skara Brae |

Humility            Shepherd            Magincia

It is probably best to answer the questions in favor of Honor so that your principal character is a Paladin. Paladins have the strongest combination of magical and physical fighting abilities. They start out armed with a sword and wearing chain armour (a considerable advantage in the early going), and they can use all types of weapons and wear magical armour (a considerable advantage later in the game, as your principal character is always first in the order of battle and can expect to take a lot of punishment).

## ULTIMA IV Part 2

### GENERAL STRATEGY

The \*ultimate\* goal of ULTIMA IV is easy to describe: You strive to prove yourself worthy in each of the eight virtues of an avatar so that you may view the Codex of Ultimate Wisdom and guide the people of Britannia from the Age of Darkness into the Age of Light. Sounds simple, right? No? Well, I'll bet you've played an ULTIMA or two before! And if you have played any of the previous ULTIMAs, you already know the two most important skills required to successfully complete this game: Patience and Perseverance.

As in the previous ULTIMAs, there is no single strategy or order of play that must be followed in order to complete the game. Unfolding the plot of ULTIMA IV, by far the most tightly woven and intricate of any ULTIMA so far, is rather like peeling an onion: you scrape away the outer layers in order to get at the juicier parts in the center. Unlike the onion, however, you don't have to peel away those outer layers in any particular order. Nevertheless, there are some things you must do if you wish to complete the game within an ordinary lifetime:

- 1) Read the History of Britannia, the Book of Magic, and your Player Reference Card thoroughly before beginning play. In fact it's a good idea to read them more than once (especially the Player Reference Card). There's lots of important information in these materials that you will want to have in the back of your mind throughout the game.

- 2) Talk to everybody. Virtually all of the clues to solving the various problems contained in this game are held by the people who you will meet in the various towns, villages, and castles. The only way to get this information is to (T)alk to everyone you encounter. You should pay special attention to the information in your Player Reference Card. Ask each person his or her name, job, and health, and note their replies. For example, if a Paladin responds to "job" by saying, "I fight to protect the shrine of Honor," you should respond by asking the Paladin about fight, shrine, and honor. In this way, you will eventually learn everything you need to know.

- 3) Write everything down. This is absolutely crucial. You must write down the name of everybody you meet (whether or not they have anything important to say to you the first time that you meet them), where you met them, and what, if anything, they had to say. The reason that this is so important is that the plot of ULTIMA IV is designed to make you visit every location in the game, usually more than once, and it is

written in such a way that you may not know what to ask people the first time you meet them. For example, the first time you meet Sir Simon and Lady Tessa in Paws Village, they will tell you only that they know a great secret. Later, someone else in another town will tell you exactly what it is that you should ask Sir Simon and Lady Tessa about. But, he will not tell you where to find them. If you hadn't written down that they were in Paws, you wouldn't know where to go to get this important information.

4) Thoroughly explore all the towns, villages, and castles. As your Player Reference Card says, many quests in the game are contained entirely within the individual towns, villages, and castles of Britannia. Take the time to familiarize yourself completely with their geography. Don't limit yourself to the areas that are immediately visible. Much of the really important stuff is hidden on the perimeters of the towns and behind secret doors. As for the perimeters, experiment by trying to walk around the areas immediately outside the town. You will find that in many places you can walk around the outside border of the town without the game forcing you to exit back to the Britannia map. You will often run into people who have very important things to say. Vital information can also be found behind the secret doors in most of the towns, villages, and castles. How do you know where a secret door is? Well, look carefully at the brick work that forms the walls of the room where you are. If you see what appears to be an oddly-placed rectangle in the brick work (one that doesn't fit in with the pattern of the other bricks) that's a secret door! Just move your character through it to get to the other side. When exploring in this manner, you'll sometimes come up against locked doors or passages blocked by magic fields. Don't be concerned that you can't get by these barriers. Just make note of their locations; they'll be easy enough to handle later on in the game.

5) Be virtuous! Who is an avatar? One who has proved him/herself worthy in each of the eight virtues. The eight virtues are: honesty, compassion, justice, spirituality, valor, sacrifice, humility, and honor. You can't play ULTIMA IV in the same way that you played the first three ULTIMAS and expect to win. This game does \*not\* reward stealing and beating up on the guards. If you insist on lying, on taking the gold that's just sitting there to tempt you in the towns and castles, and on attacking non-evil creatures, the Seer Hawkwind will recognize you for the evil cur that you are, and you'll be a complete washout as an avatar. Play this game with the golden rule in mind and walk the straight and narrow.

#### ULTIMA IV Part 3

#### EXPLORING THE CASTLES, TOWNS, AND VILLAGES

The heart of the game in ULTIMA IV is exploring the various castles, towns, and villages and conversing with the many NPCs that you will find residing there. It is in these locations that you learn virtually all of the secrets that the game holds. Keeping accurate notes of what the NPCs say to you and who said what is vital to the successful completion of the game. You should also note where each NPC was found, since later in the game another NPC will tell you that a certain character holds important information, but the NPC won't tell you where that character

is located.

Listed below are summaries of the important information to be found in each of the castles, towns, and villages. Rather than attempt to repeat each drawn-out.

Where possible, I have included the name and profession of the NPC who provided the information (alas, my notes weren't perfect, especially those I took early in the game, but all the necessary information is included). The locations are listed in the order that I explored them. you can explore them in any order you want. You should, however, go have a talk with Lord British in his castle as early in the game as possible. I have also included in brackets the latitude and longitude of each location. You will need a sextant obtained from a guild shop in order to use these coordinates.

#### CASTLES:

##### BRITANNIA CASTLE [G'L", F'G"]

Lord British -- Find Lord British in his second floor throne room. Ask him of the Virtue, and he will describe the towns that represent each Virtue. He will also tell you of the castles that represent each principle. And he will tell you of the Abyss and the Codex. LB will also raise the levels of you and your party members when you earn enough experience points. If you ask him of his health and respond "no" when he asks if you are also well, he will raise all of the hit points of your party to their current maximums for free. So visit him often!

The Seer Hawkwind -- Hawkwind is located in the southwest area of the castle's first floor. Visit him often to learn of your progress toward avatarhood in each of the 8 Virtues.

Sheesha -- Injured fighter -- Seek out the Smith named Zircon in Minoc for he made the mystic arms, only they will save thee in the Abyss.

Shawn -- Shepherdess both strong and beautiful -- Her town was destroyed for its pride. The ruins lie on an isle at Lat-K'J", Long-L'L".

##### EMPATH ABBEY [D'C", B'M"]

Guard -- In the Oak Grove many find the meaning of peace and Love. Visit the small Shrine within the Abbey.

Chinup -- Stately Child -- Visit the Oak Grove. There four profession types seek the Truth.

Pass guard -- From the altars a 3-part key is gained, needed to enter the chamber of the Codex.

Brother Antos -- Wise Druid -- Ask the Bard beyond the secret passage about the Candle of Love.

Suzanna -- Lovely Lady -- Malchor can lead thee to the Silver Horn.

Malchor -- Bold Paladin -- The Silver Horn is buried on a small isle off the tip of Spiritwood.

Lady Marcy and Lord Robert -- They know one syllable of the word of passage: "Amo"

To learn of the White Stone, find the Old Hermit Sloven, he lives near Lock Lake.

OAK GROVE (LOCATED WITHIN EMPATH ABBEY -- REQUIRES KEYS TO ENTER)

Benjamin -- Love alone forms compassion.

Lastro -- Spirituality is based on Truth, Love and Courage.

Deirde -- Justice is formed from Truth tempered by Love.

Thomas -- Sacrifice is comprised of Love and Courage.

Isaac -- The White Stone sits atop the Serpent's Spine. It can only be reached by one who floats above the clouds.

Garam -- Fighter -- The Bell is at the bottom of deep well at sea at N'A", L'A".

Ask the Beggar Jude about the Skull. He is very poor.

THE LYCAEUM [G'M", N'K"]

The Charming Lady -- Beth Frasier, The Stately Baron -- Robert Frasier -- They know one syllable of the word of passage: "Ver"

Scatu -- Tall Mage Wearing Strange Armour -- Visit the seer often.

Nigel -- Noble Wizard -- The Resurrection spell consists of one part each of Ash, Ginseng, Garlic, Spider Silk, Bloodmoss and Mandrake Root.

Injured Warrior -- A Fighter -- Was lost in a dungeon altar room. They connect the dungeons unto each other. Each of the three rooms connects to four dungeons each.

SERPENT'S HOLD [P'B", J'C"]

The ruler of this Castle knows the third part of the word of passage: "Cor"

Ranger -- Ask teach about rooms.

Shyra -- Training Master -- In the Altar Room of Courage use the Red, Orange, Purple and White Stones.

Noxum -- Nixie -- HMS Cape had a magical wheel that would strengthen her hull. Ask Lassorn.

Lassorn -- Sailor -- HMS Cape lies sunken in the deep waters of the Bay of the Cape of Heroes.

TOWNS:

## TRINSIC [L'I", G'K"]

Rigmore -- Strong Paladin -- Information about the Virtue of Honor is found throughout Trinsic. There are 2 requirements to enter and use the Shrine of Honor.

Publius -- Sleepy Fighter -- Seek the purple Stone of Honor.

Winthrop -- Scruffy Merchant -- Go to the pub in Jhelom and ask of sextants.

Kline -- Searching Paladin -- The Mantra of Honor is "Summ." The Shrine of Honor lies to the south and west beyond the swamps.

Swindrik -- Wizard -- Ask at the Folley Tavern of Mandrake.

Terrin -- Cowering child -- Rune of Honor is buried in the southwest corner of the town.

Quix -- Wandering mage -- The skeleton knows a great secret about the purple Stone of Honor.

Barkeep -- Ask the old hermit Sloven who lives near Lock Lake of the white Stone.

Virgil -- Mage (Located inside poison field in southwest corner of town) -- Nightshade may be found at Lat-J'F", Long-C'O" only on the darkest of nights.

## BRITAIN [G'K", F' C"]

Gweno -- Jester -- Beggars are thankful for small donations; shows compassion.

Sprite -- Beggar -- Pepper knows of the Rune.

Shapero -- Druid -- Find the Shrine of Compassion east across 2 bridges.

Sebastian -- Prostrate -- Mondain's influence has not left the world. An artifact remains. At Buccaneer's Den, ask at the pub there of the Skull.

Joe -- Fighter -- The yellow Stone may be found in the Dungeon Despise.

Pepper -- Bard -- The Rune of Compassion lies at the end of a hall somewhere in this town.

Cricket -- Bard -- The Mantra for the Shrine of compassion is "Mu."

The great Stygian Abyss is the darkest pocket of evil left in Britannia. In its deepest recesses lies the Codex, which only one of the highest Virtue may enter. Give of thy life's blood so that others may live.

Meditation lights the path.



Runes are needed to enter Shrines.

Mantra chants are needed to focus thoughts while meditating.

SKARA BRAE [I'A", B'G"]

Carlyle -- Wise Mage -- Magic missiles need but one part ash.

Presto -- Very Small Wizard -- Ask the barkeep at the Axe-N-Ale in Vesper about Nightshade.

Barren -- Small Child -- The Mantra of Spirituality is "Om."

Mitre -- Radiant Ranger -- The white Stone is no longer in the Dungeon Hylothe, it is gone. Ask for the Stone at the tap in Trinsic.

Romasco -- Teacher -- Teaches of the Abyss, a word of passage is needed at the last gate. Seek Zair the Wise in Paws for more on the word.

JHELOM [N'O", C'E"]

(NOTE: In order to completely explore this town, you will need keys obtained from a Guild shop and several Dispel spells.)

Guards -- Passages are restricted.

X -- Strange Person -- Seeks the red Stone of Valor. Thou shalt need the red Stone in one altar room to get the third part of a key.

Sir Hrothgar -- Mighty Warrior -- Seek the Shrine of Valor. Ask Aesop for the Mantra.

Aesop -- The Mantra of Valor is "Ra." Use it in the Shrine on the next isle.

Lord Robert -- Ask Nostro of the Rune.

Nostro (he's located deep in the restricted passages) -- The Rune is buried in a Tower.

Senora -- Virgil in Trinsic knows about Nightshade.

Gravnor -- Grave fighter -- The red Stone is found on an altar in the Dungeon Destard. For navigation a sextant is vital. Ask for item "D" in the Guild shops.

Bingrod -- Wounded fighter -- Find the altar room of the Dungeon Destard. Therein use the Stones found in the connecting dungeons.

MOONGLOW [I'H", O'I"]

Calabrini -- Tall Mage -- The Shrine lies on an isle to the north.

Tyrone -- Battered Mage -- The Stone of Honesty is found on an altar in the Dungeon Deceit.

Browning -- Tall Mage -- Truth is the root of Honesty.

Shazom -- Dying Young Wizard -- Nigel lives at the Lycaeum.

Cosima -- Elderly Woman -- Sleep spell actually requires but one part spider silk.

William -- Child Eating Sandwich -- Search for the Rune of Honesty by Mariah's gold.

Cromwell -- Regal Paladin -- The Mantra of Honesty is "Ahm."

Dekker -- Bouncy Jester -- Humility is not derived from the direct combination of Truth, Love or Courage.

YEW [C'L", D'K"]

Druid -- Wandering Druid -- The Shrine of Justice lies to the East then North. Ask Talfourd about the Rune.

Pinrod -- Thin Man -- The Druids chant the Mantra.

Talfourd -- Wise Judge -- The Rune is hidden well.

Silent -- Chanting Druid -- Chants "Beh." Seek the green Stone in "Wrong."

Calumny -- Old Mage -- Mandrake root is found only in the fens of the dead and in the Bloody Plains where the ground is always damp. Quickness requires but one bloodmoss.

MINOC [B'E", J'P"]

Mike Ward -- Stocky Ranger -- Rune of Spirituality is missing from Skara Brae.

Azure -- Tinker at Table -- Ask Mischief of Rune of Spirituality

Alex -- Teenage Boy -- Give all you can to the needy.

Alkerion -- Old Ragged Man -- The Stone of Spirituality is Orange in Colour and used in the altar rooms of Love and Courage.

Jude -- Ragged Soul -- The Skull of Mondain may be found at P'F", M'F" on the darkest of nights. Use it only at the mouth of the Abyss to destroy it.

Merida -- Wandering Tinker -- The Shrine of Sacrifice is on a lake to the East. A hidden Shepherd knows the Mantra.

Singsong -- Cute Bard -- "In the Corn the Raven sayeth 'Cah.'"

Zircon -- Tinker -- The Mystic Weapons and Armour he gave to Sir Simon and Lady Tessa.

Mischief -- Happy Tinker -- Search for the Rune of Spirituality in the Treasure Chamber of Britannia. Enter the Gate of Full Moons by Minoc with the Rune to find the Shrine.

The Candle of Love is found in a secret place hidden off Lock Lake.

Mystics can be found only by an 8-parts Avatar.

MAGINCIA [K'J", L'L"]

Nate the Snake -- Ask in the Pub in Britain of the Black Stone.

Casperin -- Ask Heywood of the Mantra of Humility.

Heywood -- Ask Faultless of the Mantra of Pride.

The Silver Horn must be used to pass the Demon guard of the Shrine of Humility. Ask Demitry of the Horn.

Demitry -- Ask the Lady in Waiting of the Queen of Love of the Horn.

Faultless -- The Mantra of Pride is "Mul."

VILLAGES:

PAWS [J'B", G'C"]

Sir Simon and Lady Tessa -- If you are not yet an 8-parts Avatar, they will tell you only that they know a great secret. If you \*are\* an 8-parts Avatar, they will tell you that the Mystic Weapons lie in the training room of Serpent Castle and that the Mystic Armour lies in the center of the Oak Grove at Empath Abbey.

Zair the Wise -- A 3-part key and a word of passage are needed to enter the Chamber of the Codex. Ask his brother beyond Lock Lake of the Word.

Jingles -- Young Mage -- His master, Mentorin, lives in a hidden village in Lock Lake, reachable only by ship. Ask Mentorin of the Gate Spell.

Greg N Rob -- Bartender -- The last person I knew that had any mandrake was an old alchemist named Calumny.

Damsel -- Small Druid -- Rations are used in the dungeons. In the great castle there is a secret entrance.

Wheatpin -- Meek Shepherd -- The Rune is around there in nook of mountains.

VESPER [D'L", L'H"]

Flatbush -- Visit each Shrine for One, Two, Three cycles each for paths to be clear.

Plain -- When the 3 principles of Virtue combine in 8 ways, pride has no Virtue.

Gem -- When thou knowest the Mantra of pride, reverse it.

Job -- The Shrine of Humility lies on the North bank of the Isle of the

Abyss and guarded by endless hords of Demons. It is Southwest of Britannia.

Traveling Dan -- Knows the world is round.

BUCANEERS DEN [J'O", I'I"]

Ragnar -- If you ever use the Skull except to destroy it, all thy Virtues will be lost.

Starlight -- Powerful Magic Missiles are made from one part Black Pearl and one part ash.

COVE [F'K", I'I"]

Frontis -- Find peace in our Shrine.

Brother Zair -- The Kings of the Castles which represent the 3 Principles of Virtue each know but one syllable of the Word of Passage.

Blissful -- The Shrine Ankh knows how to Enter the Chamber of the Codex.

Shrine Ankh -- To enter the Chamber of the Codex, one must be an 8-parts Avatar, have the key of 3 parts, the word of passage and know the Pure Axiom.

Mentorian -- A gate spell requires Ash, Pearl and Mandrake Root.

Circe -- The whole of the Axiom is greater than all its parts. The measure of unending Love, the limitless Courage needed to face all obstacles, the Truth which encompasses all things.

Spellbind -- For the Codex, one must know the combination of the 3 principles of Virtue. The combination equals the measure of time and space.

Only the ghost of Isaac who haunts the Inn at Skara Brae can tell thee of the White Stone. Stay until he shows.

Allen -- The Abyss may only be approached by ship and the ship must have a magically strengthened hull.

Merlin -- To find the Black Stone, stand where the Gate of Both Moons Dark shall appear, search when the moons go dark.

Zorin -- In the castles, find all named Antos and ask of the bell, book and candle.

ULTIMA IV  
Part 4

CHARACTERS

1. Dupre.....Paladin (Trinsic)
2. Katrina.....Shepherd (Magincia)

3. Shamino.....Ranger (Skara Brae)
4. Janna.....Druid (Yew)
5. Geoffrey.....Fighter (Jhelom)
6. Mariah.....Mage (Moonglow)
7. Julia.....Tinker (Minoc)
8. Iolo.....Bard (Britain)

#### DUNGEONS AND THEIR LOCATIONS

1. Deceit.....E'J"/P'A"
2. Wrong.....B'E"/H'O"
3. Despise.....E'D"/F'L"
4. Covetous.....B'L"/J'M"
5. Dasterd.....K'I"/E'I"
6. Shame.....G'I"/D'K"
7. Hylothe.....Behind Castle Britannia
8. Abyss.....O'J"/O'J"

#### RUNES AND THEIR LOCATIONS

1. Honesty.....A'G"/A'I" (Moonglow)
2. Valor.....B'O"/B'O" (Jhelom)
3. Spirituality...A'I"/B'B" (Britannia)
4. Humility.....B'N"/B'N" (Paws)
5. Justice.....In Yew
6. Sacrifice.....In Minoc
7. Compassion.....A'B"/B'J" (Britain)
8. Honor.....In Trinsic

#### MANTRAS

1. Justice....."BEH"
2. Compassion....."MU"
3. Sacrifice....."CAH"
4. Humility....."LUM"
5. Valor....."RA"
6. Honesty....."AHM"
7. Spirituality... "OM"
8. Honor....."SUMM"

#### STONES AND THEIR LOCATIONS

1. Black.....Moongate
2. White.....Serpents Spine
3. Blue.....Deceit (level 7)
4. Green.....Wrong (level 8)
5. Yellow.....Despise (level 5)
6. Orange.....Covetous (level 7)
7. Red.....Dasterd (level 7)
8. Purple.....Shame (level 2)

#### SHRINES AND THEIR LOCATIONS

1. Justice.....A'K"/E'K"
2. Compassion.....F'M"/I'A"
3. Sacrifice.....C'N"/M'N"
4. Humility.....N'I"/O'H"

5. Valor.....O'F"/C'E"
6. Honesty.....E'C"/O'J"
7. Spirituality...B'D"/K'G"
8. Honor.....M'N"/F'C"

#### STONES USED FOR 3-PART KEY AT ALTARS

1. White/Orange/Green/Yellow...Love
2. White/Orange/Red/Purple....Courage
3. White/Blue/Green/Purple....Truth

#### MISCELLANEOUS ITEMS

1. Bell.....N'A"/L'A"
2. Book.....A'G"/A'G" (Lycaeum)
3. Candle.....A'B"/B'G" (Cove)
4. Mystic Arm....A'E"/B'G" (Empath Abbey)
5. Mystic Weap....A'P"/A'I" (Serpents Hold)
6. Silver Horn....K'N"/C'N"
7. Wheel.....N'H"/G'A"
8. Skull.....P'F"/M'F"

#### PLACES VIEWED THROUGH TELESCOPE IN THE LYCAEUM

- A....Britannia
- B....Lycaeum
- C....Empath Abbey
- D....Serpents Hold
- E....Moon Glow
- F....Britain
- G....Jehlom
- H....Yew
- I....Minoc
- J....Trinsic
- K....Skara Brae
- L....Magincia
- M....Paws
- N....Buccaneer's Den
- O....Vesper
- P....Cove

#### ULTIMA IV Part 5

#### THE ABYSS

To reach the Abyss, you must sail through the pirate armada and land on the eastern shore. Disembark, and quickly make your way to the fiery lava cross. Make sure you have the maximum number of spells available. Save game. At the center of the cross (don't worry about being burned; it can't be helped), use your bell, book, and candle. You may destroy the skull here by using it, if you wish. Do not dispell the field. Enter.

There are 8 levels in this dungeon. To go down a level, you must locate an altar, answer a question, and use the appropriate stone. All 8 levels must be completed in one sitting (no save game here!). What follows are the answers to the questions and the correct color of the stones to be

used on each level:

| LEVEL | VIRTUE       | STONE  |
|-------|--------------|--------|
| 1     | Honesty      | Blue   |
| 2     | Compassion   | Yellow |
| 3     | Valor        | Red    |
| 4     | Justice      | Green  |
| 5     | Sacrifice    | Orange |
| 6     | Honor        | Purple |
| 7     | Spirituality | White  |
| 8     | Humility     | Black  |

Some altars are difficult to find, so you'll have to use a lot of gems, and search very carefully for hidden triggers (sometimes two in one room!). There are also many terrible monsters to defeat. Use your spells judiciously, and run when you're really overwhelmed.

When you finally reach level 8, you must be extremely careful. You will have to type in a number of answers to questions, and one mistake can throw you out to the surface. Here is the list of answers to the questions that are posed when all goes black:

PASSWORD = VERAMOCOR

#### THE TWELVE ANSWERS

1. Honesty
2. Compassion
3. Valor
4. Justice
5. Sacrifice
6. Honor
7. Spirituality
8. Humility
9. Truth
10. Love
11. Courage
12. Infinity

The Codex opens, and all knowledge is revealed to you! Congratulations!

This walkthru is copyright (c) 1986 by Patricia Fitzgibbons. All rights reserved.